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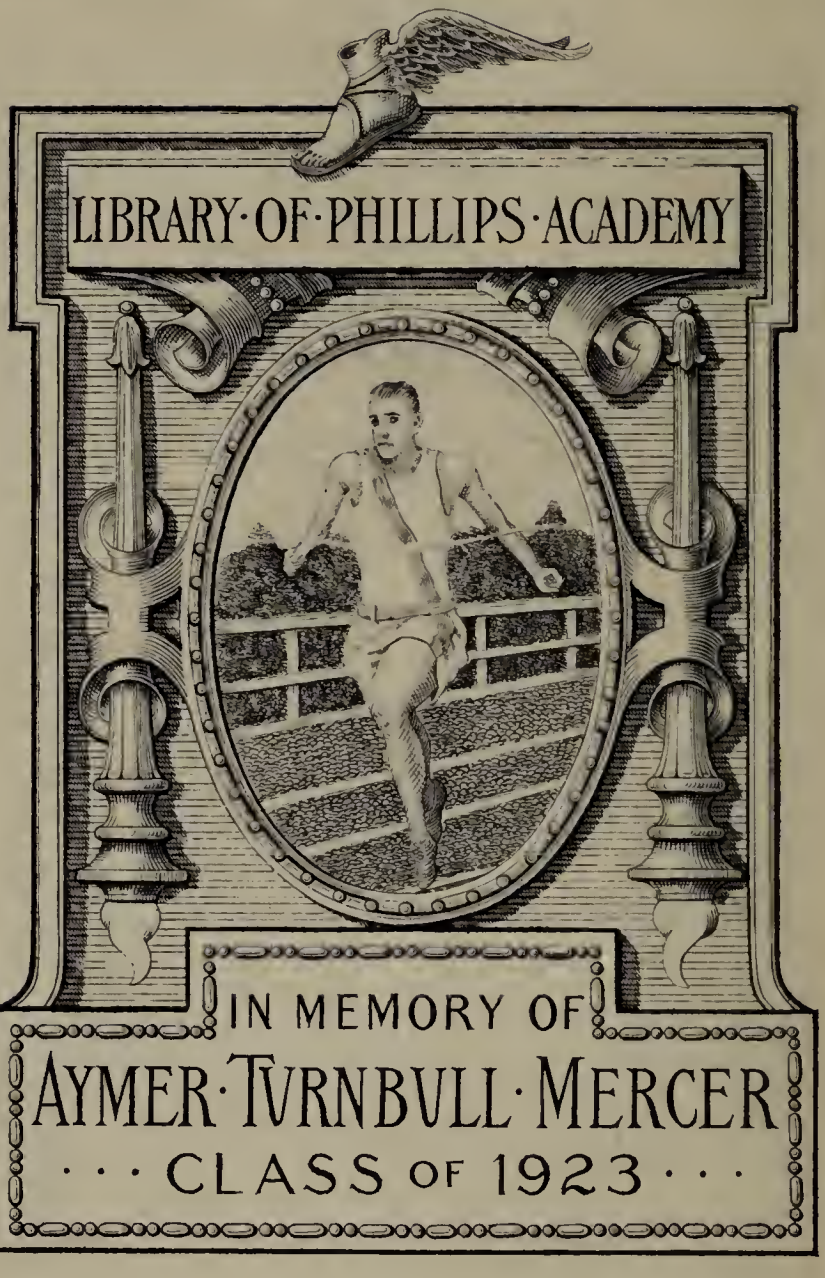
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THE GRAND

International Masters' Chess Tournament

AT

ST. PETERSBURG,

1914.

The whole of the games, with notes, both original and compiled from various sources.

PHILADELPHIA
DAVID McKAY, PUBLISHER
604-8 SOUTH WASHINGTON SQUARE.

1915

THE FULL SCORE.

	Lasker	Capablanca	Alechin	Tarrasch	Marshall	Bernstein	Rubinstein	Niemzowitsch	Blackburne	Janowsky	Gunsberg	Totals. First Section	Totals. Second Section	Grand Totals.	Prizes.
LASKER* ..	—	½ 1	1 1	1 ½	1 1	0	1	½	1	1	1	6½	7	13½	Roubles 1200
CAPABLANCA* ..	½ 0	—	½ 1	1 0	1 1	1	½	1	1	1	1	8	5	13	800
ALECHIN* ..	0 0	0 ½ 0	—	1 1	1 ½	½	1	½	½	½	1	6	4	10	500
TARRASCH* ..	0 ½	0 1	0 0	—	0 ½	1	½	1	1	0	1	6½	2	8½	300
MARSHALL* ..	0 0	0 0	0 ½	1 ½	—	1	½	½	1	1	½	6	2	8	200
BERNSTEIN ..	1	0	½	0	0	—	½	½	½	1	1	5	—	5	—
RUBINSTEIN ..	0	½	0	½	½	½	—	½	½	1	1	5	—	5	—
NIEMZOWITSCH..	½	0	½	0	½	½	½	—	0	½	1	4	—	4	—
BLACKBURNE ..	0	0	½	0	0	½	½	1	—	0	1	3½	—	3½	—
JANOWSKY ..	0	0	½	1	0	0	0	½	1	—	½	3½	—	3½	—
GUNSBERG ..	0	0	0	0	½	0	0	0	0	½	—	1	—	1	—

* The scores in the second row denote the scores by these players in the final section.

3 4 0 7 6

PREFACE AND INTRODUCTION.

The present unassuming little book had not only been projected, but actually commenced, when the Compiler learnt that a Book of the Tournament was in preparation by Dr. Tarrasch. Since, however, the two books will be, not only in different languages, but of a totally different scope (judging from the elaborate nature of Dr. Tarrasch's literary work of the past), making distinct appeals to the chess-reading public, the present Compiler decided to proceed with his task.

The St. Petersburg Grand International Masters' Tournament of this year was undoubtedly the most important tournament since the first San Sebastian Tournament, when Capablanca won his spurs, or, as some will have it, since the St. Petersburg Quadrangular Tournament of 1895. It would be noteworthy even if for no other reason than that the World's Champion, Dr. Emanuel Lasker, took part—the first occasion since the last International Tournament in St. Petersburg in 1909. On that occasion, however, he tied for the first place with Akuba K. Rubinstein instead of winning outright, as on this occasion and in 1895. It is a remarkable circumstance that this time Rubinstein did not even attain so high as fifth place, which would have enabled him to play in the second section for the allocation of the prizes, the more extraordinary in view of his almost unbroken success of late years.

The St. Petersburg Chess Society was responsible for the initiation, organization, and conduct of the Tournament, the Tsar himself subscribing 1,000 roubles towards the prize fund. It was originally intended that the competitors should consist of first prize winners in any previous International Tournament, and the first prize winner in the Russian National Tournament which had just concluded. The preliminary meeting of the Tournament took place in the Society's room on Monday evening, April 20th. Play commenced on the following day. The scheme of play was that each of the eleven competitors should play one game with every other, and that the five leaders should then play off

in a double-round final section. Russia was represented by A. K. Rubinstein and Dr. O. S. Bernstein, as well as by the two younger masters, A. A. Alechin and A. Niemzowitsch, who had tied in the preliminary competition above mentioned; and in consequence of a further tie in playing off, were both admitted. Certainly the younger of the two amply justified his admission, finishing third to the first and second of Lasker and Capablanca. Other representation was as follows :—Cuba by J. R. Capablanca, France by D. Janowsky, Germany by Drs. Em. Lasker and S. Tarrasch, Great Britain by J. H. Blackburne and I. Gunsberg, and the United States of America by F. J. Marshall.

The full score and the prize list will be found elsewhere, but it should be stated that a Brilliancy Prize Fund was allotted as follows :—A first prize of 125 roubles to Capablanca for his win against Bernstein, and a second prize of 75 roubles to Tarrasch for his win against Niemzowitsch; Blackburne's win against Niemzowitsch was rewarded with a Special Brilliancy Prize of 50 roubles. It is interesting to note that the Prize Fund was, as it turned out, much more than covered by the record " gate " of all chess tournaments ever held, 6,000 roubles being taken !

The dinner, with which the end of the Tournament was celebrated, was graced by a reconciliation between Lasker and Capablanca, as a result of which a match between the two for the World's Championship is possible. Before such a consummation is reached, it is quite probable that the projected International Federation, for governing such matters, may be a realised fact. Let us hope that such realisation may be soon.

British Players may well be disappointed at the lowly position occupied by their two representatives, but it must be a gratifying fact that one of the Brilliancy Prizes was won by Blackburne, and also that the St. Petersburg Chess Society, through its President, took the opportunity of making a special presentation to the doyen of English chess. This graceful act was accompanied by a letter in most appreciative terms, which

we are sure will be among Mr. Blackburne's most cherished possessions.

With regard to Mr. Gunsberg, his almost entire lack of form must in no small measure be due to his retirement from first-class practice during the last few years. Further, he was very adversely affected by the environment—comprehensible to all chess-players when it is remembered that he is *not* a smoker.

The Compiler desires to express his deep sense of obligation to the various chess columns mentioned below, and, of course, to the able annotators and editors concerned. He has drawn heavily upon the sources mentioned, and believes that he has assigned every individual note its correct origin. In this connection he thinks that it is not invidious to make particular mention of the gratitude that the whole Chess World in this Country owes and feels to the proprietors of the "Field," and their Chess Editor, Mr. Amos Burn, for the continued excellence and completeness of the chess news published in the "Field," well maintaining the traditions of Steinitz and Hoffer. It is in the compilation of such a work as the present that this excellence and completeness becomes very apparent.

The sources of the notes, which are not original, are indicated by the following abbreviations, placed at the end of the matter to which they apply. It is to be understood that the reproduction of such notes is not in every case literal, but every care has been taken not to alter the sense of the originals.

(A.)	from	the	*Chess Amateur.*
(B.)	,,	,,	*Field*, by A. Burn.
(B.C.)	,,	,,	*Liverpool Courier*, by A. Burn.
(G.)	,,	,,	*Globe*, by I. Gunsberg.
(L.)	,,	,,	*New York Evening Post*, by Em. Lasker.
(M.)	,,	,,	*Manchester Guardian*, by I. Gunsberg.
(MK.)	,,	,,	*Stratford Express*, etc., by F. W. Markwick
(M.P.)	,,	,,	*Morning Post*, by A. Guest.
(N.)	,,	,,	*Nottingham Guardian*, by I. Gunsberg.
(P.)	,,	,,	*People*, by T. F. Lawrence.
(S.)	,,	,,	*Standard*, by I. Gunsberg.
(T.)	,,	,,	*Times.*
(V.)	,,	,,	*Sunday Times*, by L. Van Vliet.
(W.G.)	,,	,,	*Westminster Gazette*, by Dr. Schumer.
(Y.)	,,	,,	*Yorkshire Weekly Post*, by F. D. Yates.
(Y.T.)	,,	,,	*Times*, by F. D. Yates.

The sign +, occasionally appended to a move, indicates that the player thereof has the better game.

GAMES of the PRELIMINARY SECTION.

ROUND I.

No. 1. BLACKBURNE v. LASKER.—Scotch Game.

White, Blackburne.	Black. Lasker.	White. Blackburne.	Black. Lasker.
1. P-K4	P-K4	25. R-QB4	P×P
2. Kt-KB3	Kt-QB3	26. Q-R1	Q-Q2
3. P-Q4	P×P	27. Kt-KB3(*f*	P×P
4. Kt×P	B-B4	28. Kt-K5	Q-K2
5. B-K3	Q-B3	29. R×KBP	QR—K1
6. P-QB3	K Kt-K2	30. Kt-QB4	Q-K8 ch
7. Kt-B2	P-QKt3 (*a*)	31. R-B1	Q×Q
8. Kt-Q2	Q-Kt 3	32. R×Q	Kt×P
9. B×B	P×B	33. P-KR3(*g*)	P-KB5
10. Kt-K3	R-Q Kt1	34. R-Q3 (*h*)	Kt-Kt 5
11. P-Q Kt 3	0-0	35. R-Q7	P-B6
12. B-B4	P-Q3	36. P×P	R×P
13. P-B4 (*b*)	Q-B3	37. R×RP	Kt-Q6 (*i*)
14. 0-0	Q×QBP	38. R-R1	Kt-K 8
15. R-B3	Q-Q5	39. Kt-Q2	R×RP ch
16. K-R1.	B-K3	40. K-Kt1	R-Kt6 ch
17. R-QB1	B×B	41. K-R2	R-Q6
18. R×B	Q-Kt 7	42. R×Kt	R×Kt ch
19. R-QB2(*c*)	Q-B3	43. R(Q7)×R	R×R
20. Kt-KKt4	Q-Kt 3	44. R-Q7	R-K6
21. R-Kt 3	P-B4 (*d*)	45. R×BP	R×P
22. Kt-K5	Q-K3	46. R×BP	P-R3
23. Kt×Kt	Kt×Kt	47. R-B6	K-R2
24. P-K5	Kt-Kt5 (*e*)		

And wins (*j*).

(*a*) Steinitz suggested 7... B×B; 8 Kt×B, Q-K4; 9 Q-B3. (Y.T.)

(*b*) A premature move, involving the sacrifice of a pawn. Castling would have given him a safe game, with a slight advantage in position. (B.)

(*c*) 19 R-Kt3 is probably better.

(*d*) The reserve move which in this instance proves sufficient, as the mainstay in this type of attack is the advance of the KBP. (Y. T.)

(*e*) If 24.. Kt-Q5; 25 R-QB1, which, followed by doubling the rooks on the QB file, gives equality at least. (Y. T.)

(*f*) If 27 Q×P, QR-Q1; 28 Q-R1, Kt-Q6, with a strong attack. (Y. T.)

(*g*) White, now two pawns down, might as well resign. (B.)

(*h*) Hoping to get some compensation by posting his rooks on the seventh rank—the only line of play left which offered any chance. (Y. T.)

(*i*) Threatening a mating combination, commencing R-Q8ch. (Y. T.)

(*j*) The game actually went on: 48 K Kt2, P R4; 49 R QR6, P Kt3; 50 R R4, K R3; 51 R QB4, R Kt4; 52 K Kt3, K Kt4; 53 R B3, P R5 ch; 54 K R3, K R4; 55 R QB4, R Kt6 ch; 56 K R2, P Kt4; 57 R R4, R Kt7 ch; 58 K R1, P R6; 59 R QB4, P Kt5; 60 K Kt1, P Kt6; 61 R B5 ch, K Kt3; 62 R B1, K B4; 63 R R1, R Q7; 64 R QKt1, K B5; 65 R R1, K K6; 66 R R3 ch, R Q6; 67 R R1, K K7; resigns.

No. 2. GUNSBERG v. ALECHIN.—Giuoco Piano.

White. Gunsberg.	Black. Alechin.	White. Gunsberg.	Black. Alechin.
1. P-K4	P-K4	16. QKt-Q2	Q-Q2
2. Kt-KB3	Kt-QB3	17. R-K1	Kt-K2
3. B-B4	B-B4	18. Q-Kt4	P-QR4 !
4. P-B3	Q-K2 (*a*)	19. Q-B5	P×P
5. 0-0	P-Q3	20. Kt-B1	Q-Q3
6. P-Q4	B-Kt3	21. Q×RP	Q-Kt3
7. P-QR4(*b*)	P-QR3	22. Q-R4 ch	K-B2
8. P-R5 (*c*)	Kt×RP	23. B×Kt	K×B
9. R×Kt	B×R	24. Q-R3 ch	P-B4
10. Q-R4 ch	P-Kt4	25. P-B4	R-R1
11. Q×B	P×B	26. Q-B1	P-Kt7
12. P×P	P×P	27. Q-B2	R-R8
13. P-QKt3(*d*)	P-KB3 (*e*)	28. Kt(B1)-Q2	R×R, ch.
14. R-Q1	B-K3	29. Kt×R	R-Q1
15. B-R3	R-Q1	30. Kt-Q3	Q-Q3
		Resigns.	

(*a*) Loss of time. P-Q3 is probably better. (B.) But QK2 avoids the Möller and other attacks.

(*b*) Having slightly the better position, White should simply have played to retain his centre pawns. The text-move weakens his Queen's side. (B.)

(*c*) Probably with the intention of sacrificing the exchange in the hope of obtaining an attack. (B.)

(*d*) Better would have been Kt×P or QKt-Q2. (B.)

(*e*) Preventing the entry of White's KKt. Black's position is quite safe, although his pieces are still undeveloped. (B.)

No. 3. JANOWSKY v. BERNSTEIN.—Queen's Pawn Game.

White. Janowsky.	Black. Bernstein.	White. Janowsky.	Black. Bernstein.
1. P-Q4	P-Q4	21. P×P	Kt×KKt
2. KKt-B3	P—QB3	22. P×Kt	Kt×Kt
3. B-B4	B-B4	23. P×Kt	Q-QB5
4. P K3	P-K3	24. P-K4	R-Q6
5. B-Q3	B-Q3	25. P-K5 (*c*)	Q-B3 ch
6. B×KB	Q×B	26. R-Kt2	KR-Q1
7. B×B	P×B	27. Q-B2	R-Q7
8. Q-Q3	Kt-K2	28. Q-Kt3	R×R
9. P-B4?	P×P	29. Q×R	Q×P
10. Q×QBP	Kt-Q2	30. Q-Kt3	R-Q6
11. Kt-B3	0-0	31. Q-R4	R-Q5
12. 0-0	Kt-QKt3	32. Q-Kt3	Q-B3 ch
13. Q-Q3	QR-Q1	33. K-Kt1	P-KR4
14. QR-K1	QKt-Q4	34. P-KR3	R-K5
15. K-R1 (*a*)	P-QR3	35. P-K6	P×P
16. KR-Kt1	Q-Kt5	36. P×P	Q×P
17. Q-B2	P-B4	37. R-KB1	R-K6
18 P-Kt4 ?	P×QP	38. R-B3	R-K8 ch
19. Kt×P	P-B5 (*b*)	39. K-Kt2	Q×QRP ch
20. Kt-B5	P×P	Resigns.	

(*a*) The attack which White inaugurates with this move is too risky, and not sufficiently promising. (G.)

(*b*) Disorganising White's centre. (G.)

(*c*) If 25 R Kt3, Black doubles the rooks. (G.)

No. 4. MARSHALL v. RUBINSTEIN.—Queen's Gambit Declined.

White. Marshall.	Black. Rubinstein.	White. Marshall.	Black. Rubinstein.
1. P-Q4	P-Q4	18. Q-B5 (*g*)	B-Kt2
2. P-QB4	P-K3	19. Q×Q	R×Q
3. Kt-QB3	Kt-KB3 (*a*)	20. QR-Q4(*h*)	P-B3
4 B-Kt5	B-K2	21. R-Q8 ch	R×R
5. P-K3	QKt-Q2	22. R×R ch	K-B2
6. Kt-B3	0-0	23. Kt-Q4	R-B2
7. R-B1 (*b*)	R-K1 (*c*)	24. P-B3	K-K2
8. P-QR3(*d*)	P×P	25. R-KKt8	K-Q3
9. B×P	P-B4	26. K-B2	B-B1
10. P×P	Kt×P	27. RQ8 ch	K-K2
11. 0-0	P-QR3	28. R-KR8	R-B6 (*i*)
12. P-QKt4	QKt-K5	29. R×P (*j*)	K-B2 (*k*)
13. Kt×Kt	Kt×Kt	30. R-R8	B-Q2 (*l*)
14. B×B	Q×B	31. R-Q8	K-K2
15. Q-Q4 (*e*)	Kt-Q3	32. R-KKt8	K-B2
16. KR-Q1 (*f*)	Kt×B	33. R-Q8	K-K2
17. R×Kt	P-QKt4	34. R-KKt8	K-B2

Drawn.

(*a*) Tarrasch recommends 3— P-QB4.

(*b*) 7 B-Q3, followed by Q-B2, is preferable. The QR is generally better posted at Q1 in this opening. (B.)

(*c*) Showalter played against Pillsbury 7... P-B3, which is considered the soundest defence. The game then proceeded: 8 B-B4, P×P; 9 B×BP, Kt-Q4; 10 B-KKt3, QKt-Kt3; 11 B-Q3, Kt×Kt; 12 P×Kt, P-QB4, etc. (T.)

(*d*) White does not wish to lose a move by 8 B-Q3 because he anticipates P×P. (L.)

(*e*) An important gain of time. White can now rapidly take command of the open files. (L.)

(*f*) To prevent P-K4, but B-R2 was probably stronger. (L.)

(*g*) Playing to exchange queens—for the better end-game position. (B.) Obviously, if 18... P×R; White mates in two, or wins the Black Q.

(*h*) His best chance was R-B5, in order to make an attack, beginning with R-Q6. The end game would have been favourable to White; however, not sufficiently to force a win. (L.)

(*i*) In the vain hope of capturing the QRP, for which, however, there was no time; 28... P-R3 would have shut in the rook more effectually. (T.)

(*j*) Marshall here misses a chance of obtaining the advantage by 29 Kt-K2. Rubinstein's only reply could have been R-B7, upon which 30 K-K1, threatening to attack the R by K-Q1, would have made it very difficult for him. (B.)

(*k*) Black cannot now allow White to capture the KKtP, for then White's passed pawn would win. His only course was to play for a draw. (T.)

(*l*) If 30... B-Kt2, 31 P-K4, threatening R-QKt8 to follow; if 31... R-Q6; 32 R-Q8. If 31... P-K4; 32 Kt-B5. (A.)

No. 5. NIEMZOWITSCH v. CAPABLANCA.—Four Knights' Game.

White. Niemzowitsch.	Black. Capablanca.	White. Niemzowitsch.	Black. Capablanca.
1. P-K4	P-K4	13. 0-0 (*d*)	0-0
2. KKt-B3	QKt-B3	14. Q-R6	KR-K1
3. Kt-B3	Kt-B3	15. Q-Q3 (*e*)	Q-K3
4. B-Kt5	P-Q3	16. P-B3	Kt-Q2 (*f*)
5. P-Q4	B-Q2	17. B-Q2	Kt-K4
6. B×Kt(*a*)	B×B	18. Q-K2	Kt-B5 (*l*)
7. Q-Q3	P×P	19. QR-Kt1(*g*)	R-R1 (*h*)
8. Kt×P	P-KKt3 (*b*)	20. P-QR4 (*i*)	Kt×B
9. Kt×B	P×Kt	21. Q×Kt	Q-B5
10. Q-R6	Q-Q2 (*c*)	22. KR-Q1	R(K1)-Kt1
11. Q-Kt7	R-B1	23. Q-K3	R-Kt5
12. Q×RP	B-Kt2	24. Q-Kt5	B-Q5 ch

25. K-R1	QR-Kt1	31. R-R1	Q×P, ch
26. R×B (*j*)	Q×R	32. K-Kt1	Q-R4
27. R-Q1	Q-B5	33. P-R5	R-R1
28. P-R4	R×KtP	34. P-R6	Q-B4 ch
29. Q-Q2	Q-B4	35. K-R1	Q-B5
30. R-K1	Q-KR4 (*k*)	36. P-R7	Q-B4

And Black Won. (*l*).

(*a*) This, combined with 7 Q-Q3, is novel and apparently strong. (P.)

(*b*) This loses a P, but the alternative B-Q2 would leave Black with a very cramped and difficult game in which worse might easily happen. (P.) B-K2 would have been safer. (B.)

(*c*) If P-B4; 11 Q-B6 ch, Kt-Q2 (or K-K2); 12 Kt-Q5. (A.)

(*d*) White is now a P ahead, with a perfectly safe game, and it is surprising that he should have lost. (B.)

(*e*) Q-B4 seems better. (P.)

(*f*) Preparatory to strong Kt and B attack on Q's side. By correct play White should probably defend himself and win with his extra P, but the best line is hard to find. (B.)

(*g*) Probably the losing move. Kt-Q1 could have been played, safeguarding the QKtP. (S.) Lawrence prefers 17B-B4.

(*h*) The operations against the QKt P are highly interesting. If P-QKt3, then Kt×B; 20 Q×Kt, Q-K4; 21 Kt-R4, Q-Q5 ch, winning the exchange. (S.)

(*i*) 20 P-QKt3 imperative. (P.) Could now have been played safely. (S.) Probably intending P-QKt3 to follow. (B.)

(*j*) B×Kt was threatened; White cannot now save the game.

(*k*) Threatening 31... R×P; 32 Q×R, Q×P ch; 33 K-Kt1, Q×R ch.

(*l*) 37 PK5, Q×KP; 38 RR4, QR4 ch; 39 KKt1, QB4 ch; 40 KR2, PQ4; 41 RR4, R×RP; 42 Resigns.

ROUND II.

No. 6. ALECHIN v. BLACKBURNE.—Ruy Lopez (Bird's Defence).

White. Alechin.	Black. Blackburne.	White. Alechin.	Black. Blackburne.
1. P-K4	P-K4	12. P-QR4	P-QR3
2. Kt-KB3	Kt-QB3	13. Kt-Kt3	Q-Q1
3. B-Kt5	Kt-Q5	14. B-Q2	P×B
4. Kt×Kt	P×Kt	15. P×P	R×R
5. 0-0	P-KKt3	16. B-Kt4, ch	Kt-K2
6. P-Q3	B-Kt2	17. Q×R	B-B3
7. P-KB4	P-QB3	18. Q-R7	P-Kt3 (*b*)
8. B-B4	P-Q4	19. R-K1	B-K3
9. P×P	P×P	20. K-R1	P-R4 (*c*)
10. B-Kt5, ch	K-B1	21. B×Kt ch	Q×B
11. Kt-Q2 (*a*)	Q-R4	22. Q×P	Q-Kt 5

23. Q-B5, ch	Q×Q	34. K-B1	R-Kt5 (*f*)
24. Kt×Q	B-Q1 (*d*)	35. R-K4	R-Kt7
25. Kt×B,ch	P×Kt	36. R-K3	P-R5
26. R×P	K-B2	37. R-K4	B-B3
27. R-Q6	B-K2 (*e*)	38. P-Kt6	K-Q4
28. R×QP	R-QB1	39. R-K8	R×QKtP
29. P-B4	P×P *e.p.*	40. K-B2	R-Kt6 (*g*)
30. P×P	R×P	41. R-KKt8	R×P
31. K-Kt1	K-K3	42. R×P	K-K3
32. R-K5, ch	K-Q3	43. P-Kt4	P×P*e*pch (*h*)
33. R-K3	R-Kt6	44. P×P	K-B4

Drawn.

(*a*) Loses a piece, and should have lost the game. 11 B-R4 was the only safe course. (G.)

(*b*) K-Kt2 at all costs, followed by R-K1. (G.)

(*c*) This does not help to bring his R into play. K-Kt2 at once would have been better. (B.)

(*d*) There was no need to give up the third P. K-K2 would have won, (B.), thus: 25 P-Kt6, K-Q3; 26 P-QKt4, B-Q1; 27 P-Kt7, B-Kt3; 28 R-R1, K-B2· 29 R-R8, R-QKt1; 30 Kt-R6 ch, K×P; 31 R×R ch, K×Kt. (G.)

(*e*) Better B-B3; if then 28 P-Kt6, R-QB1. (G.)

(*f*) Why not R×KtP at once? (G.)

(*g*) B-Q5 ch might have been tried. (G.)

(*h*) If K-B2, 44 P-B5, R-Q7 ch; 45 K-B3, R×P; 46 P-Kt5, B-K4; 47 R-R6, B-Kt6 48 K-Kt4, R-KB7; 49 R-R7 ch, K-Kt1; 50 P-Kt6, with more chances of losing than winning for Black. (G.)

No. 7. BERNSTEIN v. GUNSBERG.—Ruy Lopez (Morphy Defence).

White. Bernstein.	Black. Gunsberg.	White. Bernstein.	Black. Gunsberg.
1. P-K4	P-K4	12. B×B	Q×B
2. Kt-KB3	Kt-QB3	13. Q-Q3	Q-K4
3. B-Kt5	P-QR3	14. QR-Q1	Q-QB4
4. B-R4	Kt-B3	15. P-K5	P-Q4 (*d*)
5. 0-0	B-K2 (*a*)	16. Kt-Kt3	Q-Kt5
6. R-K1	P-Q3 (*b*)	17. P-QR3	Q-Kt5
7. B×Kt,ch	P×B	18. Q-K3	P-Kt3
8. P-Q4	P×P (*c*)	19. R-Q4	Q-B4
9. Kt×P	B-Q2	20. Kt-B5	B-K3
10. Kt-QB3	0-0	21. P-KKt4	Q×BP
11. B-Kt5	Kt-K1	22. R-Q2	Resigns.

(*a*) 5... Kt×P, followed, if 6 P-Q4, by 6... P-QKt4, and 7... P-Q4, gives Black a more open game with chances of counter-attack. (B.)

(*b*) He should have driven back the Bishop by P-QKt4 before playing P-Q3, and would then have had a safe if somewhat cramped game. (B.)

(*c*) Instead of abandoning his centre it would have been better to defend by 8... Kt-Q2, bringing about a position favoured by the late Russian champion, Tschigorin. (B.)

(*d*) After this advance his Knight has no square to move to. The alternative was 15... P×P, with the probable continuation, 16 Kt-Kt3, Q-Q3; 17 Q-Kt3, Q-K2; 18 R×P, B-K3· 19 Kt-B5. (B.)

No. 8. CAPABLANCA v. MARSHALL.—Petroff Defence.

White. Capablanca.	Black. Marshall.	White. Capablanca.	Black. Marshall.
1. P-K4	P-K4	13. Kt-K5	Kt×Kt
2. KKt-B3	KKt-B3	14. R×Kt	P×P
3. Kt×P	P-Q3	15. B×BP	Q-B3
4. KKt-B3	Kt×P	16. QR-K1(*b*	QR-Q1
5. P-Q4	P-Q4	17. R-K7 !	B-K3 ! (*c*)
6. B-Q3	B-Q3	18. QR×B	P×R
7. P-B4	B-Kt5,ch (*a*)	19. R×KP	Q×QP !
8. QKt-Q2	0-0	20. R-Q6 !(*d*)	Q×B
9. 0-0	Kt×Kt	21. R×R	R×R
10. B×Kt	B×B	22. Q×R ch	K-B2
11. Q×B	Kt-B3	23. Q-Q7 ch	K-B3
12. KR-K1	B-Kt5	Drawn (*e*).	

(*a*) This move, favoured by Marshall of late, appears to involve loss of time.

(*b*) P-KR3 seems a better move here. (G.)

(*c*) An interesting position. If now 17... Q×P; 18 Q×Q, R×Q; 19 R×QBP+. (B.) If 17... R×P; 18 R×KBP, R×Q; 19 R×Q ch and mates in three. Gunsberg suggests 17 P-KR3 or QR-K4 as better for White.

(*d*) If 20 R-K4 ch, Q×B and wins.

(*e*) Marshall has, if anything, a slight advantage for the end game, but not enough to win. (B.) The game extended to another dozen moves, thus: 24 PKKt4, Q×RP; 25 QQ8 ch, KKt3; 26 QQ3 ch, KB2; 27 QB3 ch, KK2; 28 Q×P, QB5; 29 PR3 KQ3; 30 PKt3, QQ5; 31 QR6 ch, PB3; 32 QKt7, PQR4; 33 QKt8 ch, KQ2; 34 QKt7 ch, QK3; 35 QKt8 ch, KQ2

No. 9. LASKER v. NIEMZOWITSCH.—Caro-Kann Defence.

White. Lasker.	Black. Niemzowitsch	White. Lasker.	Black. Niemzowitsch
1. P-K4	P-QB3	22. B-B1	R-Q2
2. P-Q4	P-Q4	23. R-Kt2	B-B2
3. Kt-QB3	P×P	24. KR-Kt1	Kt-Q3
4. Kt×P	Kt-B3	25. Q-K2	Kt-Q5
5. Kt×Kt	KtP×Kt (*a*)	26. Kt-B3	Q-R6 (*h*)
6. B-K2	B-B4	27. P-R3	P-R3
7. B-B3	Q-R4, ch	28. B-K3	KR-Q1
8. P-B3	P-R4 (*b*)	29. K-R2	R-R1
9. B×RP	Kt-Q2	30. K-R1	KR-Q1 (*i*)
10. B-Kt4	B×B	31. K-R2	R-K1
11. Q×B	0-0-0	32. R-Kt8	R×R
12. Kt-K2	P-K3	33. R×R, ch	R-Q1
13. B-B4 (*c*)	Q-QKt4	34. R-Kt7	R-Q2
14. 0-0-0	Kt-Kt3	35. R-Kt8 ch	R-Q1
15. Kt-Kt3(*d*)	Q-Q4	36. R-Kt7	R-B1 (*j*)
16. K-Kt1(*e*)	Q×KtP	37. P-B4	Kt-B3 (*k*)
17. QR-Kt1(*f*)	Q×BP	38. B-Kt5	Kt-R4 (*l*)
18. Kt-K4	Q-R4 (*g*)	39. R×P !	R×R
19. Q-B3	Kt-B5	40. Q×P, ch	R-Q2 (*m*)
20. K-R1	P-KB4	41. Kt-K5	
21. Kt-Kt5	B-Q3	Drawn.	

(*a*) Better than KP×Kt. (Y.)

(*b* By this sacrifice Black intends to prevent White castling on the K side, (W.G.), and then calculates on building up an attack with Q, Kt, and B when White castles QR. (Y.) But the justification appears insufficient and the move therefore unsound.

(*c*) Kt-Kt3 first, to enable Q-K2, was the right continuation. (W.G.)

(*d*) A blunder which loses two pawns and might have lost the game. Lasker said afterwards 15 P-QKt3 would have given him a safe, though difficult game. (B.) If 15R-Q2, Kt-B5; 16 R-B2, Kt×P; 17 R×Kt, B-R6. 15 P-QKt3 would not necessarily be a fatal move, and would keep out the Kt for the moment. (M.) Yates, on the other hand, considers P-Kt3 weak, and the text the only move to meet the threat, Kt-B5.

(*e*) Too dangerous to allow Q×RP. (B.)

(*f*) If 17 P-KR4 Q×P; 18 R-Q2, P- KB4; 19 Q-Kt5, Q-B6; 20 R-KB1, Q-Q4, etc. (M.)

(*g*) Black, now a P up and with the better position, should have won. (B.)

(*h*) Q-R4 was stronger. (W.G.)

(*i*) The repetition is attributable to the time limit. (B.)

(*j*) Again Q-R4 was better, threatening B×P. (W.G.)

(*k*) With the object of forcing exchanges, being a P ahead. (P.) The Kt was well posted where it was and should not have been moved. 37 K-Q1, followed by K-K1 to support the KBP and free the R would have been better. Now Lasker draws by a

brilliant combination. (B.) (The position, in Forsyth notation, is:—2k2r2, 1pb2pR1, p1p1pkt2, 5p2, 2PP4, P3BKt1q, KP2Q2P, 8.)

(*l*) If Kt-K5; 39 B-K7, R-R1; 40 R×P, B×P; 41 Kt-Kt5, Kt×Kt; 42 B×Kt, R-K1; 43 P-Q5. If Kt-Kt5; 39 B-K7, R-R1; 40 R×P, R-R3; 41 B-B8, R-Kt3; 42 R-K7, etc.; if 40... Q-R3; 41 Kt-Kt5. (A.)

(*m*) If K-Kt1; 41 Q-K8 ch, K-R2; 42 Q×R+. (Y.)

(*n*) For if 41... B×Kt; 42 Q-K8 ch, K-B2; 43 Q×B ch, etc. (P.)

No. 10. TARRASCH v. JANOWSKY.—Ruy Lopez (Morphy Defence).

White. Tarrasch.	Black. Janowsky.	White. Tarrasch.	Black. Janowsky.
1. P-K4	P-K4	38. KR-R1	R-KB1
2. Kt-KB3	Kt-QB3	39. K-R2	B-B3
3. B-Kt5	P-QR3	40. Q-B2	Q-B1
4. B-R4	Kt-KB3	41. KR-KB1	R-Kt2
5. Kt-B3	B-K2	42. P-B3	K-Q3
6. 0-0	P-QKt4	43. R-R2	R-QR2
7. B-Kt3	P-Q3	44. QR-R1	Q-Q2
8. P-QR4(*a*)	P-Kt5	45. K-Kt2	R-QKt1
9. Kt-Q5	B-Kt5	46. KR-QKt1	B-Kt4
10. Kt×Kt(*b*)	P×Kt	47. R-R2	R(R2)-Kt2
11. P-QB3 (*c*)	R-KKt1	48. B-Q5	R-QR2
12. B-Q5	Q-Q2	49. K-B1	Q-Q1
13. K-R1	R-Kt1	50. R(Kt1)-R1	Q-B2
14. P-Q3	Kt-Q1	51. K-Kt2	R-Q1
15. R-KKt1	P-QB3	52. K-B1	K-K2
16. B-B4	Q-Kt2 (*d*)	53. B-B4	R-Kt2
17. P-KR3	B-R4	54. K-B2	B×B
18. P×P (*e*)	P-Q4	55. KtP×B	R(Q1)QKt1
19. B-R2	B×P	56. K-Kt2	Q-Q1
20. Q-K2	Kt-K3	57 R-QKt1	K-K3
21. B-K3	P-Q5	58. Q-R4	Q-B2
22. B-B1	B-K2	59. R(R2)-Kt2	K-K2
23. P-KKt4	B-Kt3	60. K-B2	B-Q7 (*h*)
24. Kt-R2	R-KR1	61. R×R	R×R
25. P-R5 (*f*)	K-Q2	62. Q-R2	B-K6 ch
26. B-QB4	Kt-Kt4	63. K-B1	Q-Kt1
27. B×Kt	P×B	64. R×R (*i*)	Q×R
28. Kt-B3	P-KB3	65. Q-B2	Q-Kt5
29. P-Kt3	P-KR4	66. Q-R2	K-Q3
30. K-Kt2	B-Kt5	67. K-Kt2	K-B2
31. Q-R2	K-K2	68. K-B1	K-B1
32. R-KR1	R-R2	69. K-Kt2	Q-K8
33. R-R2	QR-KR1	70. Q-Kt2	Q-B7 ch
34. QR-KR1	B-K1	71. K-R1	Q×P ch
35. Kt-Kt1	P-QB4	72. K-R2	Q-B7 ch
36. Kt-K2	P-KR5 (*g*)	73. K-R1	B-B5
37. R-QR1	B-QKt4	Resigns.	

(*a*) Premature. ℰ P-Q3 would have been better, (T.), Kt-Q5. (L.)

(*b*) If 9... Kt×P; 10 Kt×B, Kt×Kt; 11 P-Q4 with a strong attack. (B.)

(*c*) If 11 B-Q5, Kt-Q5. Black's attack is easily worth the exchange. (L.)

(*d*) Slowly preparing the pawn-advance, to open the lines by force. (L.) Threatening P-Q4. (B.)

(*e*) B-K3 was probably better. (T.)

(*f*) Better: B-QB4 followed by P-Kt3. (B.)

(*g*) Blocking the position on the King's side, and shutting in the White knight. (T.) There remains the weakness of the White QRP, and thus Black still gets a chance. (L.)

(*h*) This wins finely, by logic. Hence it is fortunate that Black omitted to take advantage of the accidental oversight by B-K8 ch. (L.)

(*i*) The only reply. But White is now helpless. After placing his King in a safe position Black finishes off the game in good style. (T.)

ROUND III.

No. 11. BLACKBURNE v. BERNSTEIN.—Ruy Lopez (Morphy Defence).

White. Blackburne.	Black. Bernstein.	White. Blackburne.	Black. Bernstein.
1. P-K4	P-K4	18. B-Q5	R-Kt1
2. Kt-KB3	Kt-QB3	19. KR-Q1	B-Kt2
3. B-Kt5	P-QR3	20. B×B	R×B
4. B-R4	Kt-B3	21. P-B3	R-Q1
5. P-Q3	P-Q3	22. B-B2(*b*)	Q-Q3
6. P-B3 (*a*)	P-KKt3	23. Kt-Q5	P-QB3
7. QKt-Q2	B-Kt2	24. QR-B1	Kt-K3
8. Kt-B1	0-0	25. Kt-B3	B-B1 (*c*)
9. B-Kt5	P-R3	26. R-R2	B-K2
10. B-R4	P-Q4	27. B-K3	B-Kt4
11. Q-K2	Q-Q3	28. P-KKt3	B×B, ch
12. B-KKt3	P-QKt4	29. Q×B	Q-Q5 (*d*)
13. B-Kt3	P-Q5	30. K-B2	Q×Q, ch
14. P×P	Kt×QP	31. K×Q	Kt-Q5
15. Kt×Kt	Q×Kt	32. R(B2)-B1	R-Q3
16. Kt-K3	Kt-Q2	33. Kt-K2	Kt-K3
17. 0-0	Kt-B4	34. Kt-B3	Kt-Q5

Drawn (by repetition of moves 33 and 34).

(*a*) The objection to this form of the Lopez is that it gives Black time to develop his Bishop at K-Kt2 after which it is difficult for White to obtain any attack. (B.)

(*b*) If 22... Kt×P; 23 Kt-Q5, Q×B ch; 24 Q×Q, Kt×Q; 25 Kt-K7 ch, K-B1; 26 R×R ch, K×Kt; 27 R-K2. (B.)

(*c*) Kt-B5 would have been stronger. Although the Queen's pawn could not then have been captured at once, it would probably have fallen ultimately, *e.g.* 25... Kt-B5; 26 Q-K1, Kt×QP; 27 R×Kt, Q×R; 28 R-Q1, and wins. Instead of taking the pawn at once, howevr, Black could have made the preparatory move of 26... KR-Q2. (not QR-Q2 because of 27 B-Kt6), after which it would have been difficult for White to defend the pawn. (B.)

(*d*) Playing for a draw, which Blackburne could not well avoid because of his weak Queen's pawn. (B.)

No. 12. GUNSBERG v. TARRASCH.—Van Kruys' Opening.

White. Gunsberg.	Black. Tarrasch.	White. Gunsberg.	Black. Tarrasch.
1. P-K3	P-Q4	19. P-QR4 ?	Q-QB2
2. P-QKt3	B-B4	20. P×P	B×P
3. B-Kt2	P-K3	21. Kt-R2	P-K4
4. Kt-K2	Kt-KB3	22. B-B5 ch	K-Kt1
5. Kt-Kt3	B-Kt3	23. P-K4	P-Q5
6. PKB4	P-B4	24. R-Q3	P-R5
7. P-Q3 (*a*)	B-Q3	25. P-R5	Kt-B1
8. Q-B3	Q-B2	26. P-QKt4	B-K2
9. Kt-B3	P-KR4	27. P-Kt4	Q-B5
10. 0-0-0	P-R3	28. K-Kt1	B×P
11. P-B5	B×Kt	29. Kt×B	Q×Kt
12. P×QB	B-K4	30. Q-R2	KR-K1
13. P×P ch	Q×P	31. KR-Q1	Kt-Q3
14. P-Q4	B-Q3	32. B-Kt6	R-K2
15. P-KR3	QKt-Q2	33. R×P	P×R
16. B-Q3	0-0-0	34. P-K5	Kt(B3)-Q4
17. KR-B1	Q-K2	35. Resigns (*b*).	
18. Q-K2	Kt-Kt3		

(*a*) At this point the position resembles one often occurring in Bird's Opening (except that the KKt is on KKt3 instead of KB3), and it would certainly have been to White's advantage to treat his game on similar lines by 7 B-Q3 instead of the text, which is weak.

(*b*) An eccentric treatment by White of a rather eccentric opening; he played weakly and lost accordingly.

No. 13. MARSHALL v. LASKER.—Queen's Gambit Declined.

White. Marshall.	Black. Lasker.	White. Marshall.	Black. Lasker.
1. P-Q4	P-Q4	23. R-KB3 (*b*)	P-B4
2. P-QB4	P-K3	24. P×P *e.p.*	P×P (*c*)
3. QKt-B3	KKt-B3	25. R-K1	Q-Kt5
4. B-Kt5	B-K2	26. K-B1 (*d*)	Q×P
5. P-K3	QKt-Q2	27. Kt×P ch	Kt×Kt
6. Kt-B3	P-B3	28. R×Kt	Q×QP
7. B-Q3	P×P	29. Q-B3	R-KKt2
8. B×BP	P-Kt4	30. P-KR3	Q-Q3? (*e*)
9. B-Q3	P-QR3	31. B-B5 ! (*f*)	R-K1
10. 0-0	P-B4	32. B×P ch	R×B (*g*)
11. Q-K2	0-0	33. R×Kt ch	Q×R
12. QR-Q1	P-B5 (*a*)	34. Q-Q5	Q-Q3
13. B-Kt1	Kt-Q4	35. Q×R ch	Q×Q
14. B×B	Q×B	36. R×Q	R-QB2
15. P-K4	KKt-Kt3	37. K-K1	P-B6
16. P-K5	B-Kt2	38. K-Q1	R-Q2 ch
17. KR-K1	KR-Q1	39. K-B1	R-Q7
18. Kt-Q2	QR-B1	40. R×P	R×BP
19. Kt(Q2)-K4	B×Kt	41. R-QKt6	R×RP
20. Kt×B	R-B2	42. R×P	R×P
21.-Q-R5	Kt-B1	43. R-QB5	
22. R-K3	Kt-Q4	Drawn game (*h*).	

(*a*) This advance abandons the pressure on White's centre. It involves danger on both sides, making it easier for White to attack on the K's side, but, if the attack fails, then Black threatens to win with his advanced Ps on the Q's side. (B.)

(*b*) Threatening Kt-Kt5. (B.)

(*c*) Better than Kt×P, as preventing the advance of White's Kt and opening Black's R and Q to the defence of the KRP. (B.)

(*d*) If 26 R-K2? P-B6; 27 P-QKt3, P-B7+.

(*e*) An error made under time pressure, giving Marshall an opportunity, which he seized with his usual alert cleverness. (M.)

(*f*) Initiating a combination which wins back the P, but White still requires to play carefully to draw. (M.)

(*g*) If 32... Kt×B; 33 QR×Kt, R×R; 34 Q-R8 ch, and wins. If 32... K-R1; perhaps: 33 B×P, threatening R×R, and if 33... R×R ch; 34 K×R, threatening R×Kt ch, etc. This, however, would have first required careful examination to see if it were sound. (B.)

(*h*) The remaining moves: 43... R-Kt6; 44 P-R4, K-Kt2; 45 K-B2, K-Kt3; 46 R×P. Even now Black has very nearly a win. If 46... R×R ch; 47 K×R, K-R4; 48 K-Q3, K×P; 49 K-K2, K-Kt6; 50 K-B1, K-R2; 51 K-B2 and draws. (B.)

No. 14. NIEMZOWITSCH v. ALECHIN.—French Defence.

White. Niemzowitsch.	Black. Alechin.	White. Niemzowitsch.	Black. Alechin.
1. P-K4	P-K3	20. P-QKt3 (*e*)	QR-B1
2. P-Q4	P-Q4	21. R-K3	R-R4
3. P-K5	P-QB4	22. QR-K1	Q-R4
4. P×P (*a*)	Kt-QB3 (*b*)	23. Q-Q2	Q-R6
5. Kt-KB3	B×P	24. P-R3	Q-K2
6. B-Q3	KKt-K2	25. P-KKt4 (*f*)	R-R1
7. 0-0	Kt-Kt3	26. P-KB4	K-Q1
8. R-K1	B-Q2 (*c*)	27. Q-R2	K-B2
9. P-B3	B-Kt3	28. P-B5	KtP×P
10. Kt-R3	P-QR3	29. P×P	Q-R5
11. Kt-B2	B-B2	30. Q-Kt3	Q-R3
12. B×Kt	RP×B	31. R-KB1	K-Kt1
13. B-B4	Q-K2	32. Q-B4	P×P
14. QKt-Q4	QR-B1	33. Q×Q	R×Q
15. Q-Q3	B-Kt3	34. Kt×P	R-Kt3, ch
16. Kt×Kt	R×Kt	35. K-R2	B×Kt
17. B-K3	Q-Q1	36. R×B	P-Q5 (*g*)
18. B×B (*d*)	Q×B	37. P×P	R-B7, ch
19. Kt-Q4	R-B5	Drawn.	

(*a*) If this exchange is necessary it shows that 3 P-K5 is not good. In previous games Niemzowitsch has played 3 P-K5, after 4 Kt-KB3. (B.)

(*b*) B×P at once, threatening Q-Kt3, is much stronger, and gives Black the better game. The text move enables White to Castle in safety. (B.)

(*c*) Again he should have played Q-Kt3. (B.)

(*d*) This exchange brings Black's Q into play. Better is: 18 QR-Q1. (B.)

(*e*) This advance leaves his QBP weak, for which reason it would have been better to defend the Knight's pawn by Q-Q2. (B.)

(*f*) Premature. He should have played Kt-KB3, followed by Q-Q4. (B.)

(*g*) Having slightly the inferior position for the end game, Black judiciously takes the opportunity of forcing a draw by this move. (B.)

No. 15. RUBINSTEIN v. CAPABLANCA.—Queen's Gambit Declined (in effect).

White. Rubinstein.	Black. Capablanca.	White. Rubinstein.	Black. Capablanca.
1. P-Q4	P-Q4	5. B-Kt5	B-K2
2. KKt-B3	KKt-B3	6. P-K3	0-0 (*a*)
3. P-B4	P-K3	7. R-QB1 !	R-K1 (*b*)
4. Kt-B3	QKt-Q2	8. Q-B2	P-B3

9. B-Q3	P×P	21. R×B	R×R
10. B×P	P-Kt4	22. P×R	R-Q1
11. B-Q3	P-QR3 (*c*)	23. R-Q1	R×R ch
12. Kt-K5	B-Kt2 (*d*)	24. Q×R	K-Kt1 (*g*)
13. Kt×Kt	Q×Kt	25. P-KR4	P-QB4 (*h*)
14. B×Kt	B×B	26. B×B	Q×B
15. B×P ch	K-R1	27. Q-Q6	P-Kt5
16. B-K4	P-K4 (*e*)	28. Q×BP? (*i*)	P×P
17. P×P	R×P	29. Q×P	Q-Kt8 ch
18. 0-0	Q-K2 (*f*)	30. K-R2	Q×P
19. B-B3	R-QB4	31. Q-B8 ch	K-R2
20. Q-K2	B×Kt	Drawn (*j*).	

(*a*) Perhaps 6... Kt-K5 ought to be played. (V.)

(*b*) It is now too late for Kt-K5, *e.g.*, 7... Kt-K5; 8 B×B, Q×B; 9 P×P, Kt×Kt; 10 R×Kt, etc., having won a P. Better than the text seems P-QKt3. (V.) Best is Showalter's move of 7... P-B3. (B.)

(*c*) Apparently Black should play P-KR3 or B-Kt2. (A.)

(*d*) If 12... P-B4; 13 Kt-B6, O-Kt3; 14 Kt×B ch, R×Kt; 15 B×P ch! But the text move also loses a P, which Black has no means of saving. (V.)

(*e*) His only chance to save the game. (V.)

(*f*) Threatening P-QKt5.

(*g*) To allow P-QB4; if 24... P-QB4; 25 B×B, Q×B; 26 Q-R5 ch, K-Kt1, 27 Q×QBP+.

(*h*) If 25... Q×RP; 26 Q-Q7, winning the B. (B.)

(*i*) A mistake which enabled Black to escape with a draw. Correct was 28 P-QB4, (if) Q-B1; 29 Q-QKt6, followed by P-B3, and P-Kt4, etc., ought to have won the game for White eventually. Or, if 28... Q-R2; 29 Q-Q8 ch, K-R2; 30 Q-R5, etc. (V.)

(*j*) In spite of his being a P up, White cannot try for more on account of the passed P. The last few moves were: 32 Q-B5 ch, P-Kt3; 33 Q-B6, P-R4; 34 P-KKt4, P-R5; 35 P-R5, P×P; 36 Q-B5 ch, K-Kt2; 37 Q-Kt5 ch, K-R2; 38 Q×P ch, K-Kt2; 39 Q-Kt5 ch.

ROUND IV.

No. 16. ALECHIN v. MARSHALL.—Petroff Defence.

White. Alechin.	Black. Marshall.	White. Alechin.	Black. Marshall.
1. P-K4	P-K4	8. QKt-Q2	Kt×Kt
2. Kt-KB3	Kt-KB3	9. B×Kt	Q-K2 ch
3. Kt×P	P-Q3	10. Q-K2	Q×Qch ? (*a*)
4. Kt-KB3	Kt×P	11. K×Q !	B×B
5. P-Q4	P-Q4	12. K×B	B-K3
6. B-Q3	B-Q3	13. P×P	B×P
7. P-B4	B-Kt5 ch ?	14. KR-K1ch	K-Q1

15. B-K4	B×B	29. R-K2	Kt-Q4
16. R×B	R-K1 (*b*)	30. K-K4 !	Kt-B5
17. QR-K1	R×R ?	31. R-B2	Kt×P
18. R×R	Kt-B3	32. Kt-K5 (*d*)	K-K1
19. R-Kt4 !	P-KKt3	33. R×P	R×P
20. R-R4 !	K-K2 (*c*)	34. Kt-B4 !	P-QKt4
21. R×P	R-Q1	33. Kt-Q6 ch	K-B1
22. R-R4	R-Q4	36. P-Q5 !	P-B3
23. R-K4 ch	K-B1	37. Kt-Kt7	Kt-B5
24. K-B3	R-KB4 !	38. P-Kt4	P-Kt4
25. R-K2	P-R3	39. P-Q6	Kt-K3 ?
26. P-QR3	Kt-K2	40. K-Q5 !	Kt-B5 ch
27. R-K5	R-B3	41. K-B6	R×P
28. K-Q3	P-Kt3	42. Kt-B5	And wins (*e*).

(*a*) Obviously better is B×B ch first. (B. C.)

(*b*) 16 (or 17) K-Q2, freeing the QR, seems preferable.

(*c*) If, instead 20... P-KR4; 21 P-KKt4, K-Q2; 22 P×P, R-R1; 23 P×P, R×R; 24 Kt×R, P×P; 25 Kt×P, and, with two passed Ps. on the K's side, White should win. (B. C.)

(*d*) Black threatened to win the Kt by R-B5 ch. (B. C.)

(*e*) The game continued: 42... RQ7; 43 RB8 ch, KB2; 44 PQ7, KtK3; 45 Kt×Kt, K×Kt; 46 PQ8=Q, R×Q; 47 R×R, PKt5; 48 RK8 ch, KB2; 49 RK2, PB4; 50 KQ5, KB3; 51 KQ4, PB5; 52 KK4, KKt4; 53 RKB2. resigns If 53... P-B6; 54 R-B2, and Black loses both Ps in a few moves. (B. C.)

No. 17. BERNSTEIN v. NIEMZOWITSCH.—Queen's Pawn Game.

White. Bernstein.	Black. Niemzowitsch.	White. Bernstein.	Black. Niemzowitsch.
1. P-Q4	Kt-KB3	17. Q×Kt	R-R1
2. Kt-KB3	P-K3	18 QB-B3	Q-K1 ? (*a*)
3. P-QB4	P-QKt3	19. P-Q5	P-K4
4. Kt-B3	B-Kt2	20. P-B4	B-B1
5. P-K3	B-Kt5	21. Q-Kt2	Q-K2
6. Q-Kt3	Q-K2	22. P×P	Kt×P
7. P-QR3	B×Kt ch	23. B-Q4	B-Q2
8. Q×B	P-Q3	24. R-R1	R-K1
9. P-QKt4	QKt-Q2	25. R-R7	Q-Q1
10. B-Kt2	P-QR4	26. Q-R1 ?	P-B5 (*b*)
11. B-K2	P×P	27. P×P	Kt-Kt3
12. P×P	R×R ch	28. B-KB3	Kt×P
13. B×R	0-0	29. B×KtP	Q-Kt4
14. 0-0	Kt-K5	30. B-R8	Kt-Q6
15. Q-B2	P-KB4	31. P-R4 ! (*c*)	Q-Kt6
16. Kt-Q2	Kt×Kt	32. R-R8	B-B1 (*d*)

Drawn Game (*e*).

(*a*) 18... QB2 seems preferable, preventing the advance of the QP, which opens the diagonal for White's B and shuts out the Black B. (T.)

(*b*) Giving up P for the attack. (T.)

(*c*) To avert mate by 31... QK6 ch and 32... QK8 ch, etc. The "Philidor's Legacy" is also on unless White makes this loophole.

(*d*) If 32... R×R; 33 Q×R ch, KB2; 34 QQ8 threatening mate with BR5.

(*e*) 33 BK4, QB7 ch; 34 KR2, Q×P ch; 35 KKt1, KtK4; 36 B×Kt, Q×B; 37 BR8, QK6 ch; 38 KR2, QB5 ch; 39 KKt1, QKt6; 40 BB3, QK6 ch; 41 KR1, QB5; 42 QQ1, QR3 ch; 43 KKt1, QK6 ch; 44 KR1, QR3 ch; 45 KKt1, QK6 ch; 46 KR1, Q×B; 47 R×B, R×R; 48 QKt4 ch, KB2; 49 Q×R, Q×BP; 50 QB5 ch and draws by perpetual check.

No. 18. JANOWSKY v. GUNSBERG. — Queen's Gambit Declined (in effect).

White. Janowsky.	Black. Gunsberg.	White. Janowsky.	Black. Gunsberg.
1. P-Q4	P-Q4	18. Q-Kt2	Kt-Q3
2. Kt-KB3	Kt-KB3	19. Kt-Q4	Q-B3
3. P-B4	P-K3	20. B-B6	R-Kt1
4. B-Kt5	B-K2	21. P-B4	P-K4
5. P-K3	0-0	22 Kt-K2 ?	Kt-B5
6. Kt-B3	P-B3	23. R×R ch	Q×R
7. B-Q3	QKt-Q2	24. Q-B3	P-QKt4
8. 0-0	P×P	25. B-Q5	B-K3
9. B×BP	Kt-Q4	26. B×B	Q-Kt3 ch
10. B×B	Q×B	27. K-R1	Q×B
11. Q-Q2	Kt×Kt	28. P-B5	Q-QKt3
12. Q×Kt	P-QKt3	29. Q-KKt3	P-B3
13. QR-Q1	P-QB4	30. Kt-B3	Kt-Q7
14. P-K4	P×P	31. R-Q1	Q-Q5
15. Q×P	Kt-B4	32. Q-K1	Q×Kt
16. P-QKt4	Kt-Kt2	33. Q×Kt	Q×Q
17. B-Kt5	R-Q1	34. R×Q	R-QB1

Drawn game (continuation follows).

35 KKt1, PKR3; 36 KB2, RB5; 37 PQR3, RB6; 38 RR2, RQKt6; 39 KK2, PR3; 40 KQ2, KR2; 41 KK2, PKR4; 42 PKR4, KR3; 43 KB2, PKt3; 44 RB2, P×P; 45 P×P, KKt2; 46 RB8, R×RP; 47 RB7 ch, KKt1; 48 RB8 ch, KKt2; 49 RB7 ch, KKt1; 50 RB8 ch. Drawn.

No. 19. LASKER v. RUBINSTEIN.—Ruy Lopez (Morphy Defence).

White. Lasker.	Black. Rubinstein.	White. Lasker.	Black. Rubinstein.
1. P-K4	P-K4	28. Q-B3	K-B2
2. Kt-KB3	Kt-QB3	29. Q-Q3 (*e*)	K-Kt1
3. B-Kt5	P-QR3	30. Q-B3	Q-K3
4. B-R4	Kt-B3	31. R-R1 (*f*)	Q-K1
5. 0-0	Kt×P	32. K-B1	P-R3
6. P-Q4	P-QKt4	33. Q-Q3	K-B2
7. B-Kt3	P-Q4	34. R-B1	K-Kt1
8. P×P (*a*)	B-K3	35. Q-Kt3	Q-B2
9. P-B3	B-QB4	36. R-Q1	P-B3 (*g*)
10. QKt-Q2	0-0	37. P-B3	Q-B3
11. B-B2	Kt×Kt (*b*)	38 Q-Q3	R-K2
12. Q×Kt	P-B3	39. B-B2	Q-Q3
13. P×P	R×P	40. Q-B2	K-B2
14. Kt-Q4	Kt×Kt	41. R-B1	R-K3
15. P×Kt	B-Kt3 (*c*)	42. Q-B5 ch	R-B3
16. P-QR4	R-Kt1 (*d*)	43. Q-K5 !	R-K3
17. P×P	P×P	44. Q×Q	R×Q
18. Q-B3	Q-Q3	45. K-K2	K-K2
19. B-K3	B-KB4	46. K-Q3	R-Kt3
20. KR-B1	B×B	47 P-KKt3	R-B3
21. R×B	R-K1	48. P-B4	K-Q2
22. QR-QB1	KR-K3	49 R-K1	K-B1
23. P-R3	R-K5	50. R-QR1	P-R4
24 Q-Q2	QR-K3	51. B-K3	P-Kt3
25. R-B6	Q-Q2	52. R-KB1	K Q3
26. R×R	Q×R	53. P-KKt4	P×P
27. Q-Q3	Q-K1	54. P×P	P-B4 (*h*)

(*a*) P-QR4 is seldom adopted now, since Schleiter proved in his match with Lasker that Kt×QP gave Black a good game. (T.)

(*b*) An unfavourable exchange. P-KB4 is better. (P.)

(*c*) B-Q3 is much stronger, as the text move shuts in the B. (T.)

(*d*) Black cannot play P-B4 on account of 17 P×BP, B×P; 18 B×P ch. (T.)

(*e*) Time pressure accounts for the repetitions. (P.)

(*f*) Now commences a fine example of Lasker's end-game strategy.

(*g*) To bring his B into play; but now the P will be subject to attack. (B.)

(*h*) Fatal. After K-K3 it is difficult to see how White could win. (P.) The game continued: 55 P×P ch, B×P; 56 B×B ch, K×B; 57 PB5, P×P; 58 P×P, RB3; 59 RB4, PKt5; 60 PKt3, RB2; 61 PB6, KQ3; 62 KQ4, KK3; 63 RB2, KQ3; 64 RQR2, RB2; 65 R-R6 ch, KQ2; 66 RKt6. Resigns.

No. 20. TARRASCH v. BLACKBURNE.—Ruy Lopez (Bird's Defence).

White. Tarrasch.	Black. Blackburne.	White. Tarrasch.	Black. Blackburne.
1. P-K4	P-K4	21. B-Kt5	B-B3
2. Kt-KB3	Kt-QB3	22. B-R6	B-Kt2
3. B-Kt5	Kt-Q5	23. B×B ch	K×B
4. Kt×Kt	P×Kt	24. QR-Q1	P-B4
5. P-Q3	P-KKt3	25. Kt-K2	Kt-B3
6. P-QB3	B-Kt2	26. P-B4 !	Q-K2
7. 0-0	Kt-K2	27. P-B5 ! (*a*)	Kt-Q5
8. P×P	B×P	28. Kt-B3	Q-Kt4 (*b*)
9. Kt-B3	P-QB3	29. P×P	P×P
10. B-QB4	P-Q3	30. Q-Q7 ch	K-R3
11. B-K3	B-Kt2	31. Q×QP	QR-Q1
12. Q-B3	0-0	32. Q×R ch !	R×Q
13. B-Kt3	K-R1	33. R×R	K-Kt2
14. Q-Kt3	B-K3	34. R-B2	Q-R4
15. B×B	P×B	35. QR-KBl	P-KKt4
16. Q-R3	P-K4	36. P-KR3	Kt-K3
17. B-Kt5	B-B3	37. R-B7 ch	Q×R (*c*)
18. B-R6	B-Kt2	38. R×Q ch	K×R
19. B-Kt5	B-B3	39. Kt-Q5	And wins(*d*).
20 B-R6	B-Kt2		

(*a*) This advance materially weakens Black's position.

(*b*) QR-Q1 seems necessary.

(*c*) Wisely returning the compliment. But Black's pawns are too weak to allow of his saving the game.

(*d*) The game continued: 39... PKt4; 40 KB2, KtQ5; 41 KtK3, KK3; 42 KK1, PR4; 43 KQ2, PR5; 44 KtB2, KtB3; 45 KtK1, KtQ5; 46 KK3, KB3, 47 KtB3, KtK3; 48 PKKt3, KtB1; 49 KtKt1, KtQ2; 50 KtK2, PQKt5; 51 KtKt1, KtKt3; 52 KtB3, PB5; 53 PQ4, PB6; 54 P×P ch, KKt3; 55 P×P, PKt6; 56 P×P, P×P; 57 KtQ2, PKt7, 58 KQ3, KB2; 59 KB2, KK3; 60 K×P, K×P; 61 KB2, KtQ2; 62 KQ3, KtB4 ch; 63 KK3 KtK3; 64 KtB3 ch, KB3; 65 P-K5 ch, KB4; 66 KtQ4 ch, K×P; 67 Kt×Kt. Resigns.

ROUND V.

No. 21. BLACKBURNE v. JANOWSKY.—Scotch Game.

White. Blackburne.	Black. Janowsky.	White. Blackburne.	Black. Janowsky.
1. P-K4	P.K4	6. Kt-Q2 (*a*)	P-Q4
2. KtKB3	Kt-QB3	7. P×P	P×P
3. P-Q4	P×P	8. B-Kt5 ch	B-Q2
4. Kt×P	Kt-B3	9. Q-K2 ch	B-K2
5. Kt×Kt	KtP×Kt	10. 0-0	P-B3

11. B-Q3	0-0	26. B-Kt5	B-Kt2
12. Kt-B3	R-K1	27. P-QKt4(*b*)	P-QB5
13. P-B3	B-KKt5	28. R-Q2	P-KR3
14. Q-B2	Q-Q3	29. B×Kt	B×B
15. Kt-Q4	P-B4	30. R-Q1	R-K6
16. Kt-B5	B×Kt	31. R-K2 (*c*)	R×QBP
17. B×B	P-Kt3	32. Q-R4	Q-Kt3 ch
18. B-R3	B-B1	33. K-B1	R-K6
19. P-KKt3	Q-R3	34. QR-K1	P-Q5
20. B-K3	QR-Kt1	35. P-B4	K-Kt2
21. KR-Q1	Q-Kt2	36. B-B6	R×R
22. QR-Kt1	Kt-K5	37. R×R	P-Q6
23. B-Kt2	P-B4	38. R-K6	P-Q7
24. B-B4	QR-Q1	39. Q-Q1	P-B6
25. P-B3	Kt-B3	40. B-Q5 (*d*)	Q-Kt4 ch

Resigns.

(*a*) A harmless innovation, but Black gets the initiative.

(*b*) An ill-advised advance, as it leaves the QBP weak.

(*c*) White's game is now lost; the result of his twenty-seventh move. 30 R-QB1, followed by 31 Q-Kt2, would have been better.

(*d*) The game is past redemption.

No. 22. CAPABLANCA v. LASKER.—Four Knights' Game (Double Ruy Lopez).

White. Capablanca.	Black. Lasker.	White. Capablanca.	Black. Lasker.
1. P-K4	P-K4	24. R-QKt1 (*e*)	K-Kt2
2. Kt-KB3	Kt-QB3	25. R-Kt7	R-QR1
3. Kt-B3	Kt-B3	26. K-Kt1	Kt-B1
4. B-Kt5	B-Kt5	27. P-Q5	P-B4
5. 0-0	0-0	28. B-B2	Q-Q1
6. P-Q3	P-Q3	29. P-Kt3	R-Kt1
7. B-Kt5	B×Kt	30. R-Kt3 (*f*)	R×R
8. P×B	P-KR3 (*a*)	31. BP×R	Q-Q2
9. B-KR4	B-Kt5 (*b*)	32. Q×Q	Kt×Q
10. P-KR3	B×Kt	33. K-B1	K-Kt3
11. Q×B (*c*)	P-KKt4	34. K-K2	P-B4
12. B-Kt3	Kt-Q2	35. P-KKt4	P×KP
13. P-Q4	P-KB3	36. P×P	Kt-B3
14. Q-Kt4	K-R1	37. K-B3	K-B2
15. P-KR4(*d*)	R-B2	38. B-K3	Kt-R2
16. P×KtP	RP×P	39. P-Kt4	P×P
17. P-KB3	Kt-B1	40. P×P	P-R3
18. K-B2	R-R2	41. P-R4	K-K2
19. R-R1	Q-K2	42. P-Kt5	P×P
20. Q-B5	R-Q1	43. P×P	K-Q2
21. R×R ch	Kt×R	44. B-B2	K-B1
22. R-R1	R-KKt1	45. B-K3	K-Q2
23. B×Kt	P×B	46. B-B2	K-B1

Drawn.

(*a*) A welcome change to the usual Kt-K2. (Y. T.) And perhaps preferable, as the attack leading from 9 Kt-R4 is difficult to meet.

(*b*) If 9... P-KKt4; 6 Kt×P, P×Kt; 11 B×P followed by P-KB4 and Q-B3, winning back the piece sacrificed and the better game.

(*c*) With two B's v. two Kt's, greater freedom, and what attack there is; White's game is to be preferred.

(*d*) First B-QB4 to be followed by this move is better. As played, White gets no value for his B's. Black could not have got his KR into play so easily and White's B might have been posted at KB5—a valuable addition to the attacking force.

(*e*) An interesting variation here is 24 P×P, BP×P; 25 R×Kt ch, Q×R;; 26 Q×P ch, followed by B×P and winning chances, but 24... QP×P would be an improvement for Black. (B.)

(*f*) If 30 R×RP, R-Kt7, regaining the pawn with an improved position. (B.) The exchanges which follow soon lead to a draw, but in the final position it is interesting to see how the K's are kept at bay.

No. 23. MARSHALL v. BERNSTEIN.—Queen's Gambit Declined.

White. Marshall.	Black. Bernstein.	White. Marshall.	Black. Bernstein.
1. P-Q4	P-Q4	16. B×Kt	P×B
2. P-QB4	P-QB3	17. Kt-K5	P-B3
3. Kt-QB3	Kt-KB3	18. R-Kt4	R×P (*c*)
4. P×P	P×P	19. Q-Q2	R×R ch
5. Kt-B3	P-K3	20. Q×R	0-0
6. B-Kt5	Q-Kt3	21. R×Q	B×R
7. Q-B2	Kt-B3	22. Q-B7	P-QKt3
8. P-K3	B-Q2	23. B-B4	P×Kt
9. P-QR3	R-B1	24. B×P	R-B2
10. B-Q3	B-Kt5 (*a*)	25. Q-Kt8 ch	R-B1
11. 0-0	B×Kt (*b*)	26. Q×RP	R-B2
12. P×B	Kt-QR4	27. Q-Kt8 ch	R-B1
13. QR-Kt1	Q-B3	28. Q-B7	R-B2
14. KR-B1	Q-R5	29. Q-B8 ch	R-B1
15. Q-R2	Kt-K5	30. Q×P ch	Resigns

(*a*) A pretty idea, for if 11 P×B, Kt×P; 12 Q-Q2, Kt×B ch; 13 Q×Kt, Q×KtP. But White gains time by Castling, and Black must then retreat or take the Kt. (M. P.)

(*b*) This shows the weakness of Black's ingenious 10th move. He must exchange now or lose time by retiring. His 10th move was only good if White had fallen into the trap—a not very likely contingency.

(*c*) Black had calculated on this move, but overlooked the terrible rejoinder. (L.) If now R×Q, R×R mates, or if R×R, Q mates. White, however, takes a simple winning course, the move Q-Q2 leaving the Black Q and R both "en prise." (M. P.)

(*d*) The Q is neatly entrapped. If Kt-Kt6, Q-B7 wins. Black gets as much as possible for the Q, but his game is lost. (M. P.)

No. 24. NIEMZOWITSCH v. TARRASCH.—Queen's Gambit Declined (in effect).

White. Niemzowitsch	Black. Tarrasch.	White. Niemzowitsch	Black. Tarrasch.
1. P-Q4	P-Q4	17. Q-B2	Kt×Kt
2. KKt-B3	P-QB4	18. Kt×Kt(*d*)	P-Q5
3. P-QB4	P-K3	19. P×P (*e*)	B×P ch
4. P-K3	KKt-B3	20. K×B	Q-R5 ch
5. B-Q3	Kt-B3	21. K-Kt1	B×P (*f*)
6. 0-0	B-Q3	22. P-B3 (*g*)	KR-K1
7. P-QKt3	0-0	23. Kt-K4	Q-R8 ch
8. B-Kt2	P-QKt3	24. K-B2	B×R
9. QKt-Q2	B-Kt2	25. P-Q5 (*h*)	P-B4
10. R-B1	Q-K2	26. Q-B3	Q-Kt7 ch
11. BP×QP (*a*)	KP×QP	27. K-K3	R×Kt ch (*i*)
12. Kt-R4(*b*)	P-Kt3	28. P×R	P-B5 ch
13. Kt(R4)B3	QR-Q1	29. K×P	R-B1 ch
14. P×P	P×P (*c*)	30. K-K5	Q-R7 ch
15. B-Kt5	Kt-K5	31. K-K6	R-K1 ch
16. B×Kt	B×B	32. K-Q7	B-Kt4 (*j*) Mate.

(*a*) An unfavourable exchange as it frees Black's game, 11 R-K1 is better, or 11 Q-K2.

(*b*) To induce Black to play P-KKt3, opening the diagonal for the QB, (M. P.), but it is loss of time.

(*c*) Now Black has two well-posted B's, and two good P's in the centre dominating the position.

(*d*) If 18 Q×Kt, P-Q5 would be equally effective. (M. P.)

(*e*) A desperate situation. 19 P-K4 would have been the lesser evil, (M.P.), and the game might have gone 19 PK4, PQ6; 20 QB3, PB3; 21 PB3, etc., (B.), but Black still has the best of matters.

(*f*) Similar strategy was employed in the game Lasker v. Bauer at Amsterdam, 1889. In fact the comparison is so interesting that we give the position in the Forsythe notation, Lasker white, Bauer black: r4rk1, 1b2bppp, ppq1pkt2, 2ppB3, 5P2, 1P1BP1Kt1, P1PPQ1PP, R4RKI, and the game proceeded: 14 Kt-R5 Kt×Kt; 15 B×P ch, K×B; 16 Q×Kt ch, K-Kt1; 17 B×P, K×B; 18 Q-Kt4 ch, K-R2; 19 R-B3, P-K4; 20 R-R3 ch, Q-R3; 21 R×Q ch, K×R; 22 Q-Q7 and White won.

(*g*) If 22 K×B, Q-Kt5 ch; 23 K-R1, R-Q4 wins.

(*h*) If 23 R×B, Q-R7 ch wins the queen.

(*i*) Another elegant sacrifice. Tarrasch finished the game in most charming style—but 28 Q-Kt6 ch would have been quicker.

(*j*) A problem mate. A beautiful finish indeed, and well worthy of the brilliancy prize awarded for this game.

No. 25. RUBENSTEIN v. ALECHIN.—Queen's Pawn Opening.

White. Rubinstein.	Black. Alechin.	White. Rubinstein.	Black. Alechin.
1. P-Q4	P-K3	15. B-K3	P×P
2. P-QB4	Kt-KB3	16. P×P	B-R3 (*c*)
3. Kt-QB3	B-Kt5	17. B×B	Q×B ch
4. P-K3	P-QKt3	18. K-R1	Kt×P
5. B-Q3	B-Kt2	19. Kt-B5	Kt-B7 ch (*d*)
6. P-B3	P-B4	20. R×Kt	Q×R
7. P-QR3(*a*)	B×Kt	21. Q-Kt4	P-Kt3
8. P×B	P-Q4 (*b*)	22. R-KB1(*e*)	Q-Kt7
9. Kt-K2	0-0	23. Kt-R6 ch	K-Kt2
10. 0-0	QKt-Q2	24. Kt×P	Q-Kt6 (*f*)
11. Kt-Kt3	Q-B2	25. P-Q5	Kt-B3
12. P×QP	KP×P	26. Q-Q4	R×Kt
13. P-K4	P×QP	27. B-B4	Q-R5
14. BP×P	Q-B6	28. P-Kt4	R-QB1

White resigns.

(*a*) White should not allow his QBP to be doubled in this position. Correct is Kt-K2. (B.)

(*b*) And now Black commits an error of position judgment. Instead he should play P-Q3, after which White could never undouble his pawn. If White plays P-Q5 the reply would be P-K4, afterwards bringing the B into play again at QB1. (B.)

(*c*) Perhaps Kt×KP at once is better. (B.)

(*d*) Having won a P it is more prudent to make a defensive move. Possibly he fears B-Kt7. (B.)

(*e*) Rubinstein overrates the strength of his counter-attack. The simple 22 Kt-K7 ch followed by Q×Kt, gives good winning chances. (B.)

(*f*) Much better than taking the Kt, which leads to a draw, *eg.*, 24... R×Kt; 25 R×R ch, K×R; 26 Q×Kt ch, K-Kt1; 27 Q-Q6 ch, drawing by perpetual check. (B.)

ROUND VI.

No. 26. ALECHIN v. CAPABLANCA.—Ruy Lopez (Steinitz Defence).

White. Alechin.	Black. Capablanca.	White. Alechin.	Black. Capablanca.
1. P-K4	P-K4	19. Q-Kt7	Q×P
2. Kt-KB3	Kt-QB3	20. Q×BP	Q-K3
3. B-Kt5	P-Q3	21. Q×RP(*c*)	Kt-Q4
4. P-Q4	P×P	22. K-B1	Kt-B5
5. Kt×P	B-Q2	23. R-Q2	Kt×P (*d*)
6. Kt-QB3	Kt-B3	24. K×Kt	Q-Kt5 ch
7. 0-0	B-K2	25. K-B1 (*e*)	Q-R6 ch
8. Kt-B5 (*a*)	B×Kt	26. K-K2	R×B ch
9. P×B	0-0	27. P×R	Q×KP ch
10. R-K1	Kt-Q2	28. K-Q1	Q×QR ch
11. Kt-Q5	B-B3	29. K-B2	Q-K5 ch
12. P-B3	Kt-Kt3 !	30. K-Kt3 (*f*)	Q-B3
13. Kt×B	Q×Kt	31. P-QR4	P-Q4 !
14. B×Kt	P×B	32. P-R5	Q-Kt4 ch
15. Q-B3	KR-K1	33. K-R3 (*g*)	R-Kt1
16. B-K3	P-B4	34. K-R2	P-R3 (*h*)
17. R-K2	R-K4	35. P-R6	Q-Kt6 ch
18. QR-K1	QR-K1 ! (*b*)	Resigns (*i*).	

(*a*) This move has only novelty to recommend it. An attack with the K side pawns is the logical sequence.

(*b*) If 18... R×P, White plays 19 B-Q4, threatening mate and winning the exchange. (B.)

(*c*) White is a pawn ahead, but for all practical purposes a queen minus and Black's well-posted pieces now settle matters, but the manner of winning is not easily foreseen.

(*d*) A beautiful move which irresistibly reminds one of Morphy, to whose style of play that of the young Cuban undoubtedly bears a very strong resemblance. (B.)

(*e*) If 25 K-R1, Q-B6 ch; 26 K-Kt1; 27 R-Kt4 ch and mates next move.

(*f*) 30 K-B1 would have been better.

(*g*) If 33 K-B2, Black forces mate in six very simply. 33... Q-R5 ch; 34 P-Kt3, Q-R7 ch; 35 K-Q3, Q-Kt8 ch; 36 R-B2, Q-B8 ch; 37 K-Q2, R-K7 ch; 38 K-Q3, Q-B6 mate.

(*h*) A necessary precaution as the next note will show.

(*i*) For if 36 K-Kt1, R-K1; 37 R-QB2, R-K8 ch; 38 R-B1, R-K7; 39 Q-Kt7, R×P ch, and mates next move. (B.)

No. 27. BERNSTEIN v. RUBINSTEIN.—Four Knights' Game.

White. Bernstein.	Black. Rubinstein.	White. Bernstein.	Black. Rubinstein.
1. P-K4	P-K4	33. Q-K1	K-B2
2. Kt-KB3	Kt-QB3	34. R-K2	Q-Kt3
3. Kt-B3	Kt-B3	35. R-K5	R-B4
4. B-Kt5	Kt-Q5	36. K-B2	P-R4
5. B-R4	B-B4	37. R-K2	Q-B3
6. P-Q3	0-0	38. K-Kt2	K-K2
7. Kt-K2	P-Q4	39. Q-Q2	K-B2
8. QKt×Kt	P×Kt	40. Q-K1	P-Kt3
9. P-K5	Kt-K1	41. Q-Q2	Q-K2
10. B×Kt (*a*)	R×B	42. Q-K1	Q-Q3
11. 0-0	B-KKt5	43. Q-B2	Q-B3
12. P-KR3	B×Kt	44. R-K1	P-R5
13. Q×B	R×P	45. K-R3	Q-Q3
14. B-B4	R-K3	46. Q-Q2	K-K2
15. QR-K1	Q-Q2	47. K-Kt2	K-Q2
16. R×R	P×R	48. Q-K2	Q-K2
17. B-K5	B-Kt3	49. Q-Q2	K-Q3
18. Q-Kt4	P-B4	50. Q-B2	Q-B3
19. P-B4	R-KB1	51. Q-B1	Q-Kt2
20. R-B3	B-Q1	52. Q-B2	Q-B3
21. R-Kt3	B-B3	53. Q-B1	Q-K2
22. Q-K2	Q-KB2	54. Q-B2	P-K4
23. R-B3	P-KR3	55. P×P ch	Q×P
24. R-B1	P-QKt3	56. Q-Q2	Q-B3
25. R-K1	B-R5	57. Q-R6	R-B7 ch
26. R-KB1	Q-Kt3	58. K-Kt1	R-B6
27. R-B3	P-KR4	59. K-Kt2	R-B7 ch
28. P-KKt3	B-B3	60. K-Kt1	K-B3
29. K-Kt2	Q-B4	61. R-K6 ch	Q×R
30. B×B	R×B	62. K×R	Q-B4 dh
31. P-KR4	K-R2	63. K-Kt2	P-B5
32. R-B2	K-Kt3	64. Q-R8	P×P (*b*)

(*a*) Because 11... P-QB3 would render the white B useless.

(*b*) A tedious game, practically featureless throughout. It would appear either party would be satisfied with a draw, and so why carry on for 96 moves? For those who would like to see the remaining moves, they are as follows:—65 QK8 ch, KQ3; 66 QQ8 ch, KB3; 67 QK8 ch, KQ3; 68 QQ8 ch, KB4; 69 QK7 ch, KB5; 70 QB7 ch, KKt4; 71 P×P, QK3; 72 QB2, QK8; 73 KR2, KR4; 74 KKt2, QKt5; 75 PR3, QK8; 76 KR2, KKt4; 77 KKt2, QK2; 78 QQ2, KB3; 79 KB3, QK6 ch; 80 Q×Q, P×Q; 81 K×P, KB4; 32 KQ2, KQ5; 83 KK2, KK4; 84 KK3, PQ5 ch; 85 KB2, KB3; 86 KKt2, KK4; 87 KB2, KB4; 88 KB3, PKKt4; 89 P×P, K×P; 90 KB2, KB4 91 KB3, KKt4; 92 KB2, KB3; 93 KB3, KKt4; 94 KB2, KKt5; 95 KKt2, KB4; 96 KB3, KKt4. Drawn.

No. 28. GUNSBERG v. BLACKBURNE.—Van Kruy's Opening.

White. Gunsberg.	Black. Blackburne.	White. Gunsberg.	Black. Blackburne.
1. P-K3	P-KKt3	26. R-KKt1	B-Q2
2. P-Q4	B-Kt2	27. P×P	KtP×P
3. Kt-KB3	P-Q3	28. Kt-B3	P-QR4
4. B-B4	P-K3	29. R×R	R×R
5. 0-0	Kt-K2	30. R-KKt1	B-K1
6. Kt-B3	0-0	31. R×R	K×R
7. P-K4	P-Q4	32. B-Q2	B-R4
8. B-Kt3	QKt-B3	33. K-Kt2	K-B2
9. P-K5 (*a*)	P-KR3	34. B-K1	K-K1
10. Kt-K2	Kt-R4	35. P-R3	K-Q2
11. P-B3	Kt×B (*b*)	36. K-B2	K-B3
12. Q×Kt	P-Kt3	37. K-K3	P-Kt5 (*d*)
13. Kt-Kt3	P-QB4	38. RP×P	P×P
14. B-K3	P-B5	39. B-R4	P×P
15. Q-Q1	P-QKt4	40. P×P (*e*)	B-R6
16. Q-Q2	K-R2	41. Kt-K1	B-B8 ch
17. P-KR3	Kt-B4	42. K-B2	B×P
18. Kt×Kt	KtP×Kt	43. B-K7	K-Kt4
19. Kt-R2	R-KKt1	44. Kt-B2	B-Q7
20. P-B4	B-B1	45. B-Kt4	K-R5
21. K-R1	B-K2	46. Kt-R3	P-B5
22. Q-K2	Q-B1	47. Kt-Kt1	B-K6 ch
23. Q-R5	Q-Kt2	48. K-K1	P-B6
24. P-KKt4	Q-Kt3 (*c*)	49. B-K7	P-B7 ch
25. Q×Q ch	P×Q	50. Resigns	

(*a*) Blackburne has a weakness for these irregular openings and his opponent probably forestalled him. At this stage Black has at any rate achieved equality.

(*b*) Necessary in view of the already contemplated demonstration on the K side.

(*c*) With two pieces practically out of the game, Black must exchange Queens or the attack would prove too strong.

(*d*) His 32nd and 35th moves showed that White recognised the weak spot of his end-game position, a weakness emphasised by Black's two bishops v. knight and bishop.

(*e*) 40 B×B, B×Kt; 41 P×P, B-K5 would have been preferable and would have secured a draw. As things go, White makes an oversight and soon loses.

No. 29. JANOWSKY v. NIEMZOWITSCH.—Queen's Pawn Opening.

White. Janowsky.	Black. Niemzowitsch.	White. Janowsky.	Black. Niemzowitsch.
1. P-Q4	Kt-KtB3	31. B-B2	R-Kt2
2. P-QB4	P-K3	32. P-B4	P-B3
3. Kt-QB3	B-Kt5	33. P×P	QP×P
4. P-K3	P-QKt3	34. Kt-B3	Kt-B2
5. B-Q3	B-Kt2	35. R-B1	K-Kt1
6. Kt-B3	B×Kt ch	36. Kt-R4	Kt-Q3
7. P×B	P-Q3	37. Kt-B5	B×Kt
8. Q-B2	QKt-Q2	38. KtP×B	Kt-KKt4
9. P-K4	P-K4	39. B×Kt	RP×B
10. 0-0	0-0	40. B-R4	R-B1
11. B-Kt5	P-KR3	41. B-B6	R-Kt1
12. B-Q2	R-K1	42. P-R4	K-B2
13. KR-K1	Kt-R2	43. K-Kt2	R-KR1
14. P-KR3	KKt-B1	44. R-R1	R-R3
15. Kt-R2	Kt-K3	45. QR-R2	Q-B2
16. B-K3	P-QB4	46. K-B2	QR-KR1
17. P-Q5	Kt-B5	47. K-K3	K-Kt1
18. B-K2	Kt-B1	48. K-Q3	Q-B2
19. B-Kt4	B-B1	49. P-R5	R×P
20. Q-Q2	B-R3	50. R×R	R×R
21. P-Kt3	KKt-Kt3	51. P×P	R-R6 ch
22. B-K2	Kt-R2	52. K-B2	P×P
23. P-KR4	Kt-B3	53. R-R8 ch	K-R2
24. B-Q3	QR-Kt1	54. R-Q8	Q-B2
25. Q-K2	R-Kt2	55. R-QR8	Q-B2
26. B-B1	QR-K2	56. K-Kt3	Q-R4
27. K-R1	B-B1	57. Q×Q ch	R×Q
28. R-KKt1	K-B1	58. B-K8	Kt×B
29. P-R5	Kt-R1	59. R×Kt	R-R7
30. P-Kt4	Kt-R2	60. R-QR8	P-Kt5

Drawn game.

After the opening, which Black conducts in characteristic style, the game develops into a somewhat tedious series of moves. Towards the end matters liven up, and by turns each party seems to have some little pull; but a draw is the legitimate result and one which seemed to suit both players. The remaining moves are: 61 R-R1, K-R3; 62 K-R4, K-Kt4; 63 K-Kt5, K-B5; 64 R-KKt1, K×P; 65 R×P ch, K×P; 66 R×P, R-Kt7 ch; 67 K-B6, P-K5; 68 P-Q6, R-Q7; 69 P-Q7, P-K6; 70 K×P, P-K7; 71 R-K7, R×P; 72 R×P, R-Q6; 73 R-QB2, R-Q1; 74 R-B1, R-Kt1 ch; 75 K-B7, R-K1; 76 K-Q6, R-Q1 ch; 77 K×P, R-B1 ch; 78 K-Q6, R×P; 79 K-Q5, R-B1; 80 P-B4, R-Q1 ch; 81 K-B6, K-Kt5; 82 R-Kt1 ch, K-R5; 83 P-B5, P-B4; 84 K-B7, R-KB1; 85 P-B6, P-B5. Drawn game.

No. 30. TARRASCH v. MARSHALL.—Petroff Defence.

White. Tarrasch.	Black. Marshall.	White. Tarrasch.	Black. Marshall.
1. P-K4	P-K4	15. Q×Q	KR×Q
2. Kt-KB3	Kt-KB3	16. B×P (*a*)	R-Q7
3. Kt×P	P-Q3	17. P-QKt3	P×P
4. Kt-KB3	Kt×P	18. K×P	P-KR3
5. P-Q4	P-Q4	19. B-B4	R-Q6
6. B-Q3	B-Q3	20. R-K3	R×R
7. P-B4	B-Kt5 ch	21. B×R	P-R3
8. QKt-Q2	B×Kt ch	22. K-Kt3	B-Q2
9. B×B	0-0	23. R-Q1	B-B3
10. 0-0	B-Kt5	24. B-Kt6	R-K1
11. B-KB4	Kt-QB3	25. R-Q8	R×R
12. R-K1	Kt×QP	26. B×R	B-K5
13. B×Kt	P×B	27. P-Kt4	
14. Q×Kt	P×Kt	Drawn game.	

(*a*) Complications threatened, but with both parties going for simplification, the early promise of an interesting game is not fulfilled. These exchanges leave absolute equality, bishops of opposite colour and a safe draw.

ROUND VII.

No. 31. CAPABLANCA v. BERNSTEIN.—Queen's Gambit Declined.

White. Capablanca.	Black. Bernstein.	White. Capablanca.	Black. Bernstein.
1. P-Q4	P-Q4	24. B-K7 ch	K-B2
2. Kt-KB3	Kt-KB3	25. Kt-Q6 ch	K-Kt3
3. P-QB4	P-K3	26. Kt-R4 ch	K-R4
4. Kt-B3	QKt-Q2	27. Kt×Q	R×Q
5. B-Kt5	B-K2	28. Kt×P ch	K-R3
6. P-K3	P-B3 (*a*)	29. QKt-B5 ch	K-R4
7. B-Q3	P×P	30. P-KR3	Kt-B1 (*g*)
8. B×P	P-QKt4	31. P×Kt ch	K×P
9. B-Q3	P-QR3	32. B×R	R×B
10. P-K4	P-K4 (*b*)	33. P-Kt3	R-Q7
11. P×KP	Kt-Kt5	34. K-Kt2	R-K7
12. B-KB4	B-B4	35. P-R4	Kt-Kt3
13. 0-0	Q-B2	36. Kt-K3 ch	K-R4
14. R-B1	P-B3	37. P-R5	Kt-Q2
15. B-Kt3	P×P	38. Kt(R4)-B5	Kt-B3
16. P-Kt4 (*c*)	B-R2	39. P-QKt5	B-Q5
17. KB×P	RP×B	40. K-B3	R-R7
18. Kt×KtP	Q-Q1	41. P-R6	B-R2
19. Kt-Q6 ch	K-B1	42. R-B1	R-Kt7
20. R×P	Kt-Kt3	43. P-Kt4 ch	K-Kt4
21. B-R4 (*d*)	Q-Q2	44. R-B7	R×P ch
22. Kt×B	Q×R (*e*)	45. K×R	Kt×KtP ch
23. Q-Q8 ch	Q-K1 (*f*)	46. K-B3	Resigns

(*a*) It is doubtful if the usual move 6... 0-0 can be improved upon.

(*b*) A mistake, although the P can be regained it takes time, and meanwhile White is developing. (B.)

(*c*) It is evident Black is already in trouble. He has his Q on the same file as an opposing R. He has an isolated P in the centre, his QBP is weak, he has not castled and is otherwise undeveloped; but White's method of taking advantage of these weaknesses is highly ingenious. This is the first move of a magnificent combination. If 16... B×P; 17 Kt-Q5, Q-Q3; 18 Kt×B, Q×Kt; 19 R×P 0-0; 20 B-B2, followed by B-Kt3 ch and Kt-Kt5. Black evidently overlooked the sacrifice which follows the retreat of the B.

(*d*) Capablanca says this is the best move he made in the game. It temporarily gives up the exchange. (B.)

(*e*) If 22... Q×Q; 23 R×Q, R×Kt; 24 R×R ch, Kt×R: 25 R-Q8 ch, winning a R, (B), and the game immediately.

(*f*) If 23... K-B2, the only alternative, Kt-Q6 ch winning the Q or mating by Kt-Kt5 or Q-Kt5.

(*g*) If 30... Kt-R3, 31 Kt-Kt3 or Kt7 mate.

No. 32. LASKER v. ALECHIN.—Centre Counter Gambit.

White. Lasker.	Black. Alechin.	White. Lasker.	Black. Alechin.
1. P-K4	P-Q4	14. Q-R4	Kt-K4
2. P×P	Kt-KB3.	15. K-Kt2	Q-K3
3. P-Q4 (*a*)	Kt×P	16. Q×RP	Q-B4
4. Kt-KB3	B-Kt5	17. Q-R8 ch	K-Q2
5. P-B4	Kt-Kt3	18. R-Q1 ch (*c*)	K-K3
6. Kt-B3	P-K4	19. Q×R	Q×P ch
7. P-B5	P×P	20. K-Kt1	B-K2
8. Kt-K4	Kt(Kt3)-Q2	21. Q-Q4	Q-Kt5 ch
9. Q×P	Q-K2	22. K-R1	Q-B6 ch
10. B-QKt5 (*b*)	Kt-QB3	23. K-Kt1	Q-Kt5 ch
11. B×Kt	P×B	24. K-R1	Q-B6 ch
12. 0-0	B×Kt	25. K-Kt1	
13. P×B	0-0-0	Drawn.	

(*a*) A better continuation for White is 3 B-Kt5 ch, followed if 3... B-Q2 by B-QB4, if 3... Kt-Q2 by Kt-QB3, and if 3... P-B3 by P×P. (B.)

(*b*) If 10... P-QB3, 11 B-K2, threatening 12 Kt-Q6 ch. (S.)

(*c*) A hasty move which costs Lasker half a point. Q-R3, defending his Bishop's pawn, with a pawn ahead, would have been almost certain to win. After the text he cannot escape a draw. (B.)

No. 33. MARSHALL v. JANOWSKY.—Queen's Pawn Opening.

White. Marshall.	Black. Janowsky.	White. Marshall.	Black Janowsky.
1. P-Q4	Kt-KB3	33. R-B3	B-R3
2. Kt-KB3	P-Q4	34. R-Kt4	R-Kt3
3. P-B4	P×P	35. B-K4	P-B3
4. P-K3	B-Kt5 (*a*)	36. Q-R5	P-K4
5. B×P	P-K3	37. R×B	Q×R
6. Q-Kt3	QKt-Q2	38. B×R	BP×B
7. Kt-K5	Kt×Kt	39. Q×KP	Q×Q
8. P×Kt	Kt-Q2	40. B×Q (*g*)	R-Q7 ch
9. 0-0	B-QB4 (*b*)	41. K-Kt3	K-Kt1
10. Q×P	0-0	42. P-K4	K-B2
11. Q-K4 (*c*)	B-B4	43. R-B1	B-Kt4
12. Q-B4	R-Kt1	44. B-B3	R-Q6
13. Kt-B3	Q-K2	45. P-R4	K-K3
14. P-QR3	P-QR4	46. K-Kt4	B-B5
15. P-Kt3	B-B7	47. K-Kt5	B-Kt6
16. Kt-K4	B-R2 (*d*)	48. K-R6	R-Q2
17. B-Kt2	Kt-B4	49. P-R5	K-B2
18. Kt-B6 ch	K-R1 (*e*)	50. K×P	P×P
19. KR-B1	B-KKt3	51. K-R6	P-R5
20. B-Q4	P×Kt	52. B-K5	R-Q7
21. P×P	Q-Q3	53. R-KKt1	R-Q1
22. P-QKt4 (*f*)	R-KKt1	54. R-KR1	K-K3
23. P×Kt	Q-B3	55. B-B3	R-KKt1
24. P-B3	P-R5	56. R×P	K-B2
25. R-R2	QR-Q1	57. R-Kt4	R-KR1 ch
26. R-Kt2	B-R4	58. K-Kt5	B-K3
27. B-K2	Q-Q4	59. R-Kt3	R-QKt1
28. K-B2	B-KKt3	60. K-B4	R-Kt6
29. Q-K5	Q-Q2	61. R-Kt7 ch	K-B1
30. R-Kt7	B-Kt1	62. B-K5	B-B2
31. B-Kt5	Q-B1	63. B-Q6 ch	K-K1
32. B-B6	B-Q6	64. P-K5	Resigns.

(*a*) Not good, as it leaves his QKt's pawn unprotected, and he cannot with advantage exchange his B for the Kt. (B.)

(*b*) If 9... Kt×P, then 10 Q×P, threatening B-Kt5 ch, and if Black play 10... Kt×B, then 11 Q-B6 ch, with advantage for White. (B.)

(*c*) The weakness of Black's fourth move of B-Kt5 is now apparent. He has lost a pawn, and White gains time by attacking the Bishop. (B.)

(*d*) Having moved his B-B7 to attack the Kt's pawn, he might as well have taken it. White's reply would probably have been B-Q3, preventing the return of Black's B to the defence of his K. (B.)

(*e*) If 18... P×Kt; 19 P×P, Q moves; 20 Q-R6 and wins immediately.

(*f*) Winning back the piece, for if 22... P×P, then 23 P×P, and Black's B is attacked by the R as well as his Kt by the pawn. (B.)

(*g*) After exchange of queens White is left with a majority of three pawns, and winning is only a question of care, notwithstanding bishops of different colours. (B.)

No. 34. NIEMZOWITSCH v. GUNSBERG.—Three Knights' Game.

White. Niemzowitsch.	Black. Gunsberg.	White. Niemzowitsch.	Black. Gunsberg.
1. P-K4	P-K4	28. R×R	K-B2
2. Kt-KB3	Kt-QB3	29. P-Kt3	P-KR4
3. Kt-B3	P-KKt3	30. P-R4	P-R3
4. P-Q4	P×P	31. P-R5	R-KR1
5. Kt-Q5	B-Kt2	32. P-QB4	P×P ch
6. B-KKt5	QKt-K2	33. P×P	P-R5
7. B-QB4	P-QB3	34. P×P	R×P
8. Kt×Kt	Kt×Kt	35 R-Kt2	B-B1
9. 0-0	P-Q3	36. P-B5	K-K2
10. Kt×P	0-0	37. P-Kt4	R-R8
11. Q-Q2	K-R1	38. K-K4	R-R8
12. QR-Q1 (*a*)	P-B3	39. K-Q5	P-B4
13. B-KR6	P-Q4	40. P-Kt5	R-KKt8 (*d*)
14. P×P	Kt×P	41. R-KR2	R×P
15. KR-K1	B-Kt5 (*b*)	42. R-R7 ch	K-B3
16 P-KB3	B-Q2	43. P-B4	R-R4
17. B×Kt	B×B	44. R-QB7	R-R1 (*e*)
18 Q×B	P×B	45. P-B6	P×P ch
19. P-B3	R-B2	46. R×P ch	K-Kt2
20. R-K2	Q-Kt3	47 R-B7 ch	K-R3
21. QR-K1	Q-Q3	48. K-B5	R-Q1
22 Q-R4	QR-KB1	49. R-B6	K-Kt2
23. Q-Kt3	Q×Q	50. Kt-B3	K-R3
24. P×Q	R-Q1	51. Kt-K5	R-Kt1
25. K-B2	K-Kt2	52. K-Kt6	K-R4
26. K-K3	R-K2 ch	53. K-B7	K-R3 (*f*)
27. K-Q3 (*c*)	R×R	54. Kt×P	Resigns.

(*a*) White already has a pronounced advantage.

(*b*) Black's game seems full of difficulty. Q2 seems the only place for his B, as his Q side is locked up owing to the pressure on the two middle files. 15... Kt-B2 seems the only alternative.

(*c*) White evidently permitted the exchanges, having the preferable end-game position. His king is now well into the game.

(*d*) 40... R×RP certainly seems better.

(*e*) The unfortunate QB has been the cause of all his trouble and it now loses him the game. The ending is well played by White.

(*f*) 53... P-Kt4 was his only chance of making further fight.

No.. 35. RUBINSTEIN v. TARRASCH.—English Opening.

White. Rubinstein.	Black. Tarrasch.	White. Rubinstein.	Black. Tarrasch.
1. P-QB4	P-K4	31. K-Kt3	P-QR4
2. Kt-QB3	Kt-KB3	32. R-K4	K-Kt1
3. Kt-B3	Kt-B3	33 Q-B3	P-Kt3
4. P-KKt3	P-KKt3	34. R-B4	Kt-K1
5. B-Kt2	B-Kt2	35. P-QR4	Kt-B3!
6 P-Q4	P×P	36. B-B3	P-B3! (*a*)
7. Kt×P	0-0	37. Q-Q2	P×P
8. 0-0	R-K1	38. R-B6	Kt-K5 ch
9. P-K3	Kt-K4	39. B×Kt	P×B
10. P-Kt3	P-Q3	40. Q×QP	Q×KtP ch
11. B-Kt2	B-Kt5	41. K-R4	Q-B2
12. P-B3	B-Q2	42. K-Kt5	P-K6
13. P-KR3	Kt-B3	43. R-B7	Q×P ch
14. Kt-B2	Kt-K2	44. Q×Q	P-R3 ch
15. P-K4	Kt-R4	45. K×RP	R×Q
16. K-R2	Kt-QB3	46. R-K7	R-B6
17. Q-Q2	P-B4	47. P-R4	R-B5
18. P×P	B×P	48. K-Kt5	R×RP
19. QR-K1	Q-B3	49. R×P	R-Kt5
20. P-B4	B×Kt	50. R-K6	K-R2! (*b*)
21. Q×B	K-R1	51. R-K7 ch	K-Kt1
22. Kt-Q1	Q-B2	52. R-K6	K-R2!
23. Kt-B3	Kt-B3	53. R-K7 ch	K-Kt1
24. Kt-Q5	Kt×Kt	54. P-R5!	P×P
25. P×Kt	Kt-Q5	55. P×P	R-QB5
26. Q-B2	Kt-B4	56. R-K6	P-Kt4
27. P-KKt4	B×B	57. R-QKt6	P-Kt5
28. Q×B ch	Kt-Kt2	58. R-Kt5	P-R5
29. Q-Q4	R×R	59. P-R6	P-R6
30. R×R	R-KB1	60. R-Kt8 ch	Drawn (*c*)

(*a*) An interesting possibility is 37 P×P, P-Q4; 38 R-Q4, Kt-K5 ch; 39 B×Kt, Q×P ch; 40 K-Kt2, P×B; 41 P-B7, Q-B8 ch; 42 K-R2, R-B7 ch; 43 K-Kt3, R-B6 ch; 44 Q×R, Q×Q ch; 45 K-R4, Q-B7 ch: 46 K-Kt5, P-R3 ch; 47 K×P, Q-B5 ch and wins. Even if 41 Q-B4 ch avoiding the above Black keeps the draw in hand

with chances. If 37 R×P, Kt-K5 ch, etc., and Black still has a certain draw with winning chances.

(*b*) 50... K-B2 would not be so good. White's chances of queening first are greater, as he would gain time by checking, and whilst Black is using his R to stop the pawn, those on the Q side are at White's mercy.

(*c*) Quite an interesting game, despite the draw. The best part of the fight being in the end game.

ROUND VIII.

No. 36. BERNSTEIN v. LASKER.—Ruy Lopez (Berlin Defence).

White. Bernstein.	Black. Lasker.	White. Bernstein.	Black. Lasker.
1. P-K4	P-K4	29. P-KB3	Kt-Kt4
2. Kt-KB3	Kt-QB3	30. Q-Q3	Kt-K3
3. B-Kt5	Kt-B3	31. Kt-Kt3	R-R1
4. 0-0	P-Q3	32. R-K1	Q-Kt5
5. P-Q4	B-Q2	33. Kt-K2	Q-B4
6. Kt-B3	B-K2	34. P-B3	Q-Q3 (*c*)
7. R-K1	P×P	35. Kt-Q4(*d*)	Q-R7 ? (*e*)
8. Kt×P	0-0	36. Kt×Kt	R-R7
9. B×Kt	P×B	37. R-K2	R-R8 ch
10. B-Kt5	P-KR3	38. K-B2	P×Kt
11. B-R4	R-K1	39. Q-Kt6 (*f*)	Q-B2
12. P-K5	Kt-R2	40. Q×KPch	K-R1
13. B-Kt3	P-QR4 (*a*)	41. P-QKt4	R-R1
14. Q-Q3	B-KB1	42. Q-K3	Q-Q1
15. P×P	P×P	43. Q-Q4	K-R2
16. R×R	Q×R	44. P-R4	Q-Q2
17 Kt-B3	B-Kt5	45. Q-Q3 ch	K-R1
18. R-Q1	P-Q4	46 Q-K3	R-QB1
19. P-KR3	B×Kt	47. Q-K7	Q-B4
20. Q×B	Kt-Kt4	48. Q-Q6	Q-B1
21. Q-Q3	P-QR5	49. Q-Q7	P-B4 (*g*)
22. K-B1	Q-B1	50. P-Kt5	P-Q5
23. Kt-K2	Q-Kt2	51. P×P	R-Q1
24. P-Kt3	Kt-K5	52. Q-K7	Q×Q
25. B-B4 (*b*)	B-B4	53. R×Q	R×P
26. B-K3	B×B	54. P-Kt6	R-QKt5
27. Q×B	P×P	55. P-Kt7	K-R2
28. RP×P	R-R7	56. P-R5 !	Resigns (*h*).

(*a*) Preparing to attack on the Q side. (Y. T.)

(*b*) To prevent any danger from an attack on the KBP by B-B4 and Q-Kt3. (Y. T.)

(*c*) Black now threatens a combined attack with Q & R. (Y. T.)

(*d*) At this point the game is about even. (B.)

(*e*) But now Lasker makes an unsound combination, which loses the game. Kt×Kt, or Q-Kt6 instead, leads to an almost certain draw. (B.) If, after 35... Q-Kt6; 36 Kt×Kt, P×Kt; 37 R×P, R-R8 ch, and mate next move. The position after White's 35th move is, in Forsyth notation:—r5k1, 5pp1, 2pqkt2p, 3p4, 3Kt4, 1PPQ1P1P, 6P1, 4RK2.

(*f*) White wishes to exchange Q's, and so have a R and P ending and better winning chances than he would have in the Q and P ending resulting from R×P. (Y. T.)

(*g*) Black might still secure a draw if he could exchange the two P's on the Q side, but this White will not permit. (B.)

(*h*) Black's K side is stalemated, and White has only to play his K up to capture the BP. (Mk.)

No. 37. BLACKBURNE v. NIEMZOWITSCH.—Van Kruys' Opening.

White. Blackburne.	Black. Niemzowitsch	White. Blackburne.	Black. Niemzowitsch
1. P-K3	P-Q3 (*a*)	22. RP×P	RP×P
2. P-KB4	P-K4 ? (*b*)	23. P-B4	R-R1 ? (*f*)
3. P×P	P×P	24. Q-B3	R-R7 ?
4. Kt-QB3	B-Q3	25. P-Kt5 !	P-Kt3
5. P-K4	B-K3	26. Kt-Kt4 !	P×Kt (*g*)
6. Kt-B3	P-KB3 ?	27. Kt×BP	Kt-Q5
7. P-Q3	Kt-K2	28. Q-B2	Q-B3
8. B-K3	P-QB4	29. Kt×R	Q×Kt
9. Q-Q2	QKt-B3	30. B×Kt	KP×B
10. B-K2	Kt-Q5	31. P×P	B-Q2
11. 0-0	0-0	32. R-K1	Q-B2
12. Kt-Q1	KKt-B3 (*c*)	33. Q-R4 (*h*)	R-R1
13. P-B3	Kt×B ch	34. R-KB2	B-B3
14. Q×Kt	R-K1	35. Q-Kt4	R-K1 ?
15. Kt-R4	B-KB1	36. R×R	Q×R
16. Kt-B5	K-R1	37. R-K2	Q-Q2
17. P-KKt4	Q-Q2	38. R-K6	B-R1
18. Kt-B2	P-QR4 (*d*)	39. P-Kt6	P×P
19. P-QR3	P-QKt4 (*e*)	40. R×P (*i*)	Q-KR2 (*j*)
20. QR-Q1	QR-Kt1	41. Q-Kt3 (*k*)	Q-R4
21. R-Q2	P-Kt5	42. R-Kt4 ! (*l*)	Resigns.

(*a*) Better is P-Q4, (V.), or P-KB4.

(*b*) Giving his opponent an open file for his KR presently. Better is P-KKt3, and B-Kt2. (V.)

(*c*) With a view to a Q side advance, but 12... Kt-Kt3 is better. (T.)

(*d*) Proceeding with his Q side attack.

(*e*) Afterwards Lasker suggested that Black might have played instead: B-Kt6, (if) 20 P-B4, Kt-Q5; 21 B×Kt, BP×B. He would then have had a chance of opening the QKt file by P-QKt4 and taking possession thereof with his R's. (B.)

(*f*) P-KKt3, followed by B-Kt2, is better. (T.)

(*g*) If P×P; 27 B×P P×Kt; 28 Kt-B6, Q-KB2; 29 Kt×R, Q×Kt; 30 B-B6 ch. etc.—If 28... Kt-Q5; 29 Q-R5. (T.)

(*h*) If 33... Q×P; 34 R-KB1. If B×P; 34 R-KB2, threatening to double the R's. (B.)

(*i*) Threatening mate in two.

(*j*) If B-KKt2; 41 Q-R4 ch, K-Kt1; 42 P-B6 and wins. (B.)

(*k*) Threatening: 42 Q-K5 ch, B-Kt2; 43 Q-Kt8 ch, Q-Kt1; 44 Q×Q ch, K×Q; 45 P-B6! (V.)

(*l*) Not R-Kt8 ch, followed by R×B, as then Black would draw by perpetual check. The text move admits of no reply. A finely played game on the part of the English veteran. (V.)

No. 38. GUNSBERG v. MARSHALL.—Four Knights' Game (Double Ruy Lopez).

White. Gunsberg.	Black. Marshall.	White. Gunsberg.	Black. Marshall.
1. P-K4	P-K4	16. Kt-K4	B×Kt
2. Kt-KB3	Kt-KB3	17. BP×B	Kt-B5
3 Kt-B3	Kt-B3	18. P-Kt3	Kt-K3
4. B-Kt5	B-Kt5	19. Q-B2	P-B3
5. 0-0	0-0	20. KR-Kt1	P-QR3
6. P-Q3	B×Kt (*a*)	21. R-Kt3	R-Kt1
7. P×B	P-Q4 (*b*)	22. QR-Kt1	R×R
8. P×P	Q×P	23. RP×R	P-QB4
9. P-B4	Q-Q3	24. R-R1	Kt-Kt4
10. B×Kt	P×B	25. Q-K3	R-KB1
11. B-Kt2	R-K1	26. R-R5	Kt-K3
12. Kt-Q2	R-Kt1	27. Q-B2	Q-B3
13. B-B3	B-B4	28. Q K3	P-R3
14. P-B3	QR-Q1	29. Q K1	Kt-Kt4
15. Q-K1	Kt-Q4 (*c*)	30. Q-K3	Kt-K3 (*d*)

(*a*) The usual modern practice is to keep the B.

(*b*) Favoured by Marshall; usually P-Q3 is played.

(*c*) If 16 P×Kt, QB4 ch; 17 K-R1, Q×B.

(*d*) It seems clear that both players had, ere this, made up their minds to draw, but the following further moves were played: 31 RR1. KtKt4; 32 R-KB1, RR1; 33 RR1, KtK3; 34QB2, RKB1; 35 RKB1, QQ3; 36 QK3, QQ2; 37 QB2, RR1; 38 RR1, QB3, 39 B-Q2, RKB1; 40BK3, QQ3; 41 RR5, KtQ5; 42 B×Kt, PB×B Drawn.

No. 39. JANOWSKY v. RUBINSTEIN.—Queen's Pawn Game.

White. Janowsky.	Black. Rubinstein.	White. Janowsky.	Black. Rubinstein.
1. P-Q4	P-Q4	33. Kt-K5 ch	K-K2
2. K-KB3	P-QB4	34. Q-B3 (*g*)	Kt-B3
3. P-B4	P-K3	35. R-QR8(*h*)	R×Kt
4. P-K3	Kt-KB3	36. R-R7 ch	Kt-Q2
5. B-Q3 (*a*)	Kt-B3	37. P×R	Q×KP
6. 0-0	P×BP	38. Q-Q1	Q-Q3
7. B×BP	P-QR3	39. Q×Q ch	K×Q
8. Kt-B3	P-QKt4	40. R×Pch(*i*)	K-Q4
9. B-Q3	P×P	41. K-B1? (*j*)	P-KKt5
10. P×P	Kt-QKt5	42. R-R7	K-Q3
11. B-Kt1	Kt(Kt5)-Q4	43. K-K2?(*k*)	P-R4
12. Q-K2	B-Kt2	44. R-R8	Kt-K4
13. Kt-K5	Q-Kt3	45. R-R6 ch	K-Q2
14. B-Kt5	B-Q3	46. R-Kt6	Kt-B6
15. R-K1	R-Q1 (*b*)	47. P-R3 (*l*)	Kt-Q5 ch
16. Q-Q2	B-K2	48. K-B1	P×P
17. P-QR3	0-0	49. R-K7 ch	K-Q3
18. Q-Q3	P-Kt3 (*c*)	50. R-Kt7	Kt-B6 (*m*)
19. B-R2	R(B1)K1	51. R-KB7	Kt-Q7 ch
20. Q-R3	Kt-R4	52. K-Kt1	P-Kt4
21. B×B	R×B	53. R-KR7	Kt-B6 ch
22. B×Kt	B×B	54. K-R1	P-R5
23. Q-R4	P-B3	55. R-KB7(*n*)	Kt-K4
24. Kt×B	R×Kt	56. R-KKt7	Kt-B6
25. Kt-B3	K-Kt2	57. P-Kt3	P-K4
26. Q-K4 (*d*)	K-B2 (*e*)	58 P-R4	P×P
27. R(R1)-B1	Kt-Kt2	59. P×P	K-B4
28. P-KKt4	Q-Q3	60. R-KB7	P-K5
29. R-B8	R-K1	61. R-K7	K-Q4
30. R(K1)QB1	R×R	62. P-R5 (*o*)	P-Kt5
31. R×R	Kt-K1	63. R-KKt7	P-Kt6 (*p*)
32. P-Kt5 (*f*)	P×P	64. P×P	P-K6

Resigns (*q*).

(*a*) Kt-B3 should first be played. (B.)

(*b*) If 15... Q×P; 16 Kt×P, K×Kt; 17 Q×P ch, K-B1; 18 Q×B ch. (B.)

(*c*) Necessary, as Kt×Kt followed by B×Kt was threatened; but the advance of the P weakens the position of Black's K. (B.)

(*d*) Intending to give up his Q for two R's, or to play 27 P-KKt4 winning the Kt which Black's reply equally frustrates.

(*e*) But Black prevents the intention being carried out. (B.)

(*f*) Janowsky should have won by this sacrifice. (B.)

(*g*) Alternatively 34 Q-Kt4, to which Black's best reply is probably to sacrifice the exchange, as in the actual game a move

later, for if 34... Kt-B3; 35 Q×KtP; and if 34... P-R3; 35 Q-K4, threatening Q×KtP. in each case with a very strong attack. (B.)

(*h*) A pretty move here would be R-KB8, but it would only have led to a draw, *e.g.*, 35 R-KB8, K×R; 39 Q×Kt ch, K-K; 40 Q-R8 ch, K-K2; 41 Q×P ch, K-K1; 42 Q×P ch, K-K2; 43 Q×KtP ch, K-K1, and it does not seem as if White could do more than draw by perpetual check. (B.)

(*i*) Up to this point Janowsky plays quite in his old style, and with the exchange against Kt and P ought to have won; but now his play begins to slacken, he makes a series of weak moves, and loses. (B.)

(*j*) Better: P-KR3, to prevent P-KKt5. (B.)

(*k*) The K has soon to go back to stop the advance of the P's. (B.)

(*l*) A blunder; he should play K-B1, (if) Kt×P ch; 48 K-Kt2. and 49 R×KtP, after which his two passed P's on the Q's side are very dangerous; now Black's pawns on the King's side are difficult to stop. (B.)

(*m*) Indirectly guarding the P, for if 51 R×P, P-R7; 52 K-Kt2, Kt-R5 ch, winning the R. (B.)

(*n*) White has lost far too many moves with his R. He should have made a diversion long ago with his P's on the Q's side, beginning with P-QKt3. (B.)

(*o*) The position forms an interesting pawn ending, and is, in Forsyth notation, as follows: 8, 4R3 8 P2k2p1, 4p2p, 5kt1p. 5P2, 7K. The white K cannot move, and Black threatens to mate by advancing his P-Kt7. (B.)

(*p*) Threatening to win at once by P×P. (B.)

(*q*) If 65 P×P, P-K7; 66 R-K7, Kt-K4 and wins. (B.)

No. 40. TARRASCH v. CAPABLANCA.—Ruy Lopez (Morphy Defence).

White. Tarrasch.	Black. Capablanca.	White. Tarrasch.	Black. Capablanca.
1. P-K4	P-K4	14. Q-Kt3	K-R1
2. Kt-KB3	Kt-QB3	15. B-Q2	B-KB1
3. B-Kt5	P-QR3	16. Q-Q3	P-B3
4. B-R4	Kt-B3	17. QR-Q1	Q-K2
5. Kt-B3 (*a*)	B-K2	18. Kt-B3	B-K3
6. P-Q3	P-Q3	19. B-B4	QR-Q1
7. P-Q4 (*b*)	B-Q2	20. Q-K3	P-Q4
8. B×Kt(*c*)	B×B	21. P×P	Kt×P
9. Q-Q3	P×P	22 Kt×Kt	B×Kt
10. Kt×P	B-Q2	23. Q×Q	B×Q
11. 0-0	0-0	24. R×KB	R×R
12. R-K1	R-K1	25. P-B4	R-K5
13. P-KR3	P-R3	26. B-K3	R×P

27. Kt-K5	R-QKt1	44. B-B3	R-R7
28. Kt×R	B×Kt	45. R-Kt3	P-KKt4
29. P-R3	B-Q4	46. R-K3	R-B7
30. R-K1	R-Q1	47. B-Q4	R-B8 ch
21. B-Kt6	R-Q2	48 K-R2	K-Kt3
32. R-K8 ch	K-R2	49 K-Kt3	R-Q8
33. K-R2	B-B5	50 B-B3	B-Q4
34. R-Q8	R-K2 (*d*)	51 P-B3	R-QB8
35. R-Q4	B-Q4	52. B-Q4	B-B7
36. P-QR4	R-K7	53. R-R3	P-B4
37. P-QKt4	P-QR4	54. P-R6	P-B5 ch
38. P×P	R-B7	55. K-R2	P×P
39. R-QKt4	P-QB4	56. R×P ch	K-B2
40. R-KB4	B-K3	57. K-Kt1	P-R4
41. R-B3	P-B5	58. R-B6 ch	K-K2
42. B-Q4	R-R7	59. R-B5	Drawn.
43. K-Kt1	R×RP		

(*a*) A form of the Lopez to which Tarrasch is addicted. 5 0-0 is, of course, the usual continuation nowadays.

(*b*) White's last two moves spell "loss of time."

(*c*) Rather unexpected from Tarrasch, of whom it is written that he is never happy without his KB.

(*d*) Obviously Black, being a P up, desires to conserve his R, in order to win, and not leave lone B's of opposite colours on the board.

ROUND IX.

No. 41. ALECHIN v. BERNSTEIN.—Ruy Lopez (Steinitz Defence).

White. Alechin.	Black. Bernstein.	White. Alechin.	Black. Bernstein.
1. P-K4	P-K4	19. Kt-R6 ch	K-Kt2
2. Kt-KB3	Kt-QB3	26. P-B5 !	R×P! (*e*)
3. B-Kt5	Kt-B3	21. Kt-Kt4	R×P
4. 0-0	P-Q3	22. Q-Q4 ch	P-B3
5. P-Q4	B-Q2	23. Kt×P	Kt-K3
6. Kt-B3	B-K2	24. Q-KR4	Q-B2
7. B×Kt	B×B	25. R×R	P×R
8. Q-Q3	P×P	26. Kt(B6)-Q5	B×Kt
9. Kt×P	0-0	27. Kt×B	K-R1
10. B-Kt5	Kt-Q2 (*a*)	28. R-K1	R-KB1
11. B×B	Q×B	29. Q-R3	P-B3 ?
12. QR-K1	KR-K1	30. Q-B3 ch	K-Kt1
13. P-B4	Kt-B4 ? (*b*)	31. Q-Kt3 ch	Kt-Kt2
14. Q-B4	Q-Q2	32. Kt-K7 ch	K-R1
15. P-K5	QR-Q1	33. Q×P	R-K1
16. R-Q1	Kt-K3	34. K-B2	Q-B5
17. Kt-B5	Kt-B1	35. K-Kt1	Q-B2
18. Q-Q3	P-KKt3 (*c*)	36. K-B2	Q-B5

Drawn by repetition of moves (*f*).

(*a*) B-Q2 is worth considering here, as played in the last game of the previous round in a very similar position.

(*b*) Kt-B1 at once is better. This loss of time gives White a powerful attack.

(*c*) A dangerous move, but Black must do something to repulse the attack.

(*d*) P-KKt4 also leads to a strong attack. If Black takes the Kt, White plays 20 P×P and the black K is in a dangerous way.

(*e*) K×Kt would lead to a brilliant finish, *e.g.*, 21 Q-R3 ch, K-Kt2; 22 P-B6 ch, K-Kt1; 23 Q-R6, Kt-K3; 24 R-Q3 and mate follows.

(*f*) White has a slight advantage, but having already a good score is content with a draw. (B.)

No. 42. CAPABLANCA v. JANOWSKY.—Ruy Lopez (Morphy Defence).

White. Capablanca.	Black. Janowsky.	White. Capablanca.	Black. Janowsky.
1. P-K4	P-K4	17. Kt-Q5	Q-B4
2. KtKB3	Kt-QB3	18. P-B4	Kt-Kt4
3. B-Kt5	P-QR3	19. R-B2	Kt-K3
4. B×Kt	QP×B	20. Q-B3	R-Q2
5. Kt-B3 (*a*)	B-QB4	21. R-Q1	K-Kt2 ? (*g*)
6. P-Q3	B-KKt5	22. P-Q4 (*h*)	Q-Q3
7. B-K3	B×B (*b*)	23. R-B2	P×P
8. P×B	Q-K2? (*c*)	24. P×P	Kt-B5
9. 0-0	0-0-0 ? (*d*)	25. P-B5	Kt×Kt
10. Q-K1	Kt-R3 (*e*)	26. P×Kt	Q×P(Q5)
11. R-Kt1 (*f*)	P-B3	27. P-B6 ch	K-Kt1
12. P-Kt4	Kt-B2	28. P×R	Q×P(Q7)
13. P-QR4	B×Kt	29. P-Q5	R-K1
14. R×B	P-QKt3	30. P-Q6	P×P
15. P-Kt5	BP×P	31. Q-B6	Resigns.
16. P×P	P-R4		

(*a*) P-Q4 was played by Lasker *v.* Janowsky Match, 1909.

(*b*) These moves of Black's KB seem to waste time.

(*c*) The Q is not well placed as the sequel shows.

(*d*) Usual in this form of the Lopez, but only after exchanging Qs. Here it is dangerous.

(*e*) This Kt loses a lot of time.

(*f*) Preparing the attack on the Black K. (B.)

(*g*) Black's best chance was to retreat the K to the other side *via* Q1. (B.)

(*h*) Now the game is virtually won. (G.)

No. 43. LASKER v. TARRASCH.—Ruy Lopez (Morphy Defence).

White. Lasker.	Black. Tarrasch.	White. Lasker.	Black. Tarrasch.
1. P-K4	P-K4	26. B-Q6	B-Q5 ch
2. Kt-KB3	Kt-QB3	27. K-B3	B-Q4 ch
3. B-Kt5	P-QR3	28. K-Kt4	K-K3
4. B-R4	Kt-B3	29. B-B8	K-B2
5. 0-0	Kt×P	30. B-Q6	K-K3
6. P-Q4	P-QKt4	31. B-B8	K-B2
7. B-Kt3	P-Q4	32. B-Q6	B×KKtP
8. P×P	B-K3	33. B×RP	K-K3
9. P-B3	B-K2	34. B-B8	K-B2
10. QKt-Q2	0-0	35. B-Q6	K-K3
11. R-K1	Kt-B4	36. B-B8	K-Q4
12. B-B2 (*a*)	P-Q5	37. K-Kt5	B-B3 ch
13. P×P	Kt×P	38. K-Kt6	B-K5 ch
14. Kt×Kt	Q×Kt	39 P-B5	K-K4
15. Kt-Kt3	Kt×Kt	40. B×KtP	B×P ch
16. P×Kt?(*b*)	Q×Q	41. K-B7	B×B(Kt7)
17. R×Q	P-QB4	42. B×B	K×B
18. B-Q2	KR-Q1	43. K×B	P-R4
19. B-R5	R×R	44. P-R4	K-Kt5
20. R×R	P-B3	45. K-Kt6(*d*)	K×P
21. B-B3	P×P (*c*)	46. K-B5	K-Kt6
22. B×P	R-Q1	47. K-K4	K-B7
23. R×R	B×R	48. K-Q5	K-K6
24. P-B4	K-B2	49 K×P	K-Q6
25. K-B2	B-B3	Drawn.	

(*a*) This retreat enables Black to free his position by P-Q5. Kt-Q4 would have been better. (B.)

(*b*) B×Kt would have been safer. (B.)

(*c*) If 21... P-Kt5, then, *e.g.*, 22 P×P, P×B; 23 P×B, winning at least a P; if, then, 23... P×P 24 R-Q8 ch, and wins.

(*d*) An instructive ending. Had White played K-B6, he would have lost, *e.g.*, 45 K-B6, P-B5; 46 P×P, P×P; 47 K-K5, P-B6; 48 P×P, P-R5 and wins, as the march of the White king is obstructed by his own P at B3. The text move compels Black to capture the P at once, after which the white K arrives *via* B5 in time to stop the P's being one square lower down. (B.)

No. 44. MARSHALL v. BLACKBURNE.—Queen's Pawn Game.

White. Marshall.	Black. Blackburne.	White. Marshall.	Black. Blackburne.
1. P-Q4	Kt-KB3	5. B-B4	Kt-R4
2. Kt-KB3	P-B3	6. B-Kt5	P-KR3
3. P-B4	P-Q3	7. B-R4	P-KKt4
4. Kt-B3	Q-B2	8. B-Kt3	B-Kt2

9. P-K3	Kt-Q2	28. P-B5	P×P
10. B-K2	Kt×B	29. Kt-Kt3	Q-B5
11. RP×Kt	Kt-B3	30. Kt×BP	Kt-Q4
12. Q-B2	B-Kt5	31. Kt×Kt	Q×Q ch
13. 0-0-0	P-K3	32. K×Q	BP×Kt
14. K-Kt1	Q-R4	33. Kt×KtP	KR-B1 ch
15. Kt-Q2	R×B	34. K-Kt1	QR-Kt1
16. Kt×B	0-0	35. Kt-B5	R-B3
17. Kt-KB3	Q-Kt5	36. R-QB1	R-Kt4
18. Kt-B1	Q-R4	37. Kt-Q3	RB5
19. Kt-Kt3	Q-Kt5	38. R-B2	R×R
20. Kt-B1	Q-R4	39. K×R	P-B3
21. Kt-Kt3	Q-R5	40. P-QKt4	B-B1
22. Kt(Kt3)-Q2	Q-R4	41. P-R3	K-Kt2
23. Kt-Kt3	Q-R5	42. K-Kt3	R-Kt3
24. Kt(B3)Q2	Q-Kt5	43. K-R4	B-K2
25. Kt-B1	Q-R4	44. R-QB1	P-KR4
26. Kt-K2	Q-Kt3	45. R-B8	P-Kt5
27. Kt-QB3	Q-Kt5	46. Kt-B5	P-R3 (*a*)

(*a*) And White wins.

It is regretted that the rest of the only score available is obviously incorrect and is therefore omitted here.

No. 45. RUBINSTEIN v. GUNSBERG.—Queen's Pawn Game.

White. Rubinstein.	Black. Gunsberg.	White. Rubinstein.	Black. Gunsberg.
1. P-Q4	P-QR3 ?	18. Kt-K4	B-Kt2
2. P-K4	P-Q4	19. B-B1	Kt-K2
3. P×P	Q×P	20. P-B3	Kt-B4
4. Kt-QB3	Q-QR4 ?	21. Q-Kt4	R-K2
5. Kt-B3	P-QB3	22. P-Kt3	R-QB2
6. B-Q3	P-K3	23. B-R3	P-Kt3
7. 0-0	Kt-B3	24. Kt-Kt5	QR-R2
8. Q-K2	B-K2	25. B-K4	Q-K1
9. Kt-K5	Q-Q1	26. Q-Kt2	B-Kt2
10. B-K3	QKt-Q2	27. P-B4	B-QR1
11. QR-Q1	0-0	28. P-Q5	KP×P
12. P-B4	R-K1	29. P×P	B×Kt
13. R-B3	Kt-B1	30. P×B	P×P
14. R-R3	P-KKt3	31. B×Kt	P×B
15. P-KKt4	Kt-Q4	32. Kt×P ch	R-Kt2
16. P-Kt5	P-B3	33. Kt-B6 ch	K-B2
17. P×P	B×P	34. Q×R ch	Resigns (*a*).

(*a*) The game was lost in the opening; Black struggled, but White never gave a chance, and steadily pressed the attack home.

ROUND X.

No. 46. BLACKBURNE v. RUBINSTEIN.—French Defence.

White. Blackburne.	Black. Rubinstein.	White. Blackburne.	Black. Rubinstein.
1. P-K4	P-K3	25. Q×R ch	Q×Q
2. P-Q4	P-Q4	26. R×Q	K×R
3. P×P	P×P	27. Kt-K2	Kt-K2
4. Kt-KB3	B-Q3	28. Kt-B3	Kt-B2
5. B-Q3	B-KKt5	29. P-KKt4	B-B2
6. 0-0	Kt-QB3	30. B-K3	Kt-Q3
7. RK1 ch(*a*)	KKt-K2	31. K-Kt2	K-B2
8. P-B3	Q-Q2	32. KtQ2	K-K3
9. QKt-Q2	P-B3	33. P-KR3(*c*)	Kt-B5
10. Kt-B1	0-0 (*b*)	34. Kt×Kt(*d*)	P×Kt
11. Kt-K3	B-R4	35. K-B3	P-R4
12. B-Q2	QR-K1	36. Kt-Kt3	P-KB4
13. Kt-B1	Kt-Q1	37. P-Kt5	Kt-Q4
14. Kt-Kt3	B-Kt3	38. B-Q2	P-Kt4
15. Q-B2	Kt-B2	39. Kt-K2	Kt-Kt3
16. B×B	P×B	40. P-KR4	B-Q3
17. Kt-R4	Kt-R1	41. P-R3	Kt-R5
18. Q-Q3	K-B2	42. B-B1	B-K2
19. P-KB4	Q-Kt5	43. K-K3	B-B1
20. Q-K2	Q-B1	44. Kt-Kt1	Kt-B4 (*e*)
21. Q-B3	P-B3	45. P×Kt (*f*)	B×P ch
22. R-K2	Kt-Kt1	46. K-B3	B×Kt
23. QR-K1	R×R	47. B-K3	
24. Q×R	R-K1		Drawn.

(*a*) The opening moves in this game are the same as those in the game Burn v. Spielmann in the Breslau tournament, 1912. (B.)

(*b*) But Spielmann castled on the queen's side, and obtained a strong attack, whereas Rubinstein plays more on the defensive. (B.)

(*c*) Perhaps better: P-Kt3, to prevent Kt-B5. (B.)

(*d*) For now he is compelled to exchange, and the black pawn on retaking vacates the square Q4, and thus enables Black's other knight, which was previously out of play, to occupy it. (B.)

(*e*) Ingenious, winning a pawn or getting his Kt into play. (B.)

(*f*) Seeing that he would no longer have any advantage if he allowed Kt-Q6, White gives up the pawn to secure a drawn pawn end game. (B.)

No. 47. GUNSBERG v. CAPABLANCA.—King's Bishop's Gambit.

White. Gunsberg.	Black. Capablanca.	White. Gunsberg.	Black. Capablanca.
1. P-K4	P-K4	4. Kt-QB3	B-Kt5
2. P-KB4	P×P	5. P-K5	P-Q4
3. B-B4	Kt-KB3 (*a*)	6. B-Kt3 (*b*)	Kt-K5
		Resigns.	

7. Kt-B3 (*c*)	P-QB3	17. P×P	Q×P
8. Q-K2	B×Kt	18. 0-0-0	KR-K1
9. QP×B	P-KKt4	19. P-KR4 (*g*)	P-KR3
10. Kt-Q2(*d*)	B-B4	20. P×P	P×P
11. Kt×Kt	B×Kt	21. R-R6	R-K3
12. B-Q2 (*e*)	Kt-Q2	22. B×Kt(*h*)	R×B
13. P-B4 (*f*)	Q-K2	23. Q-Kt4 ch	R-B4
14. P×P	P×P	24. QR-R1(*i*)	P-B6 (*j*)
15. B-B3	0-0-0	25. R-R7	P×P
16. P-K6	Kt-B3	26. R(R1)-R6	P queens, ch

(*a*) 3... P-Q4; 4 B×P, Q-R5 ch is the most usual defence, but the move played is quite a good alternative.

(*b*) If 6 B-Kt5 ch, P-B3; 7 P×Kt, P×B; 8 Q-K2 ch, with a good position. But to 6 B-Kt5 ch Black could also reply KKt-Q2. (N.)

(*c*) If 7 Kt×P, Q-R5 ch wins for Black. (N.)

(*d*) P-KR4 is impossible on account of 10... Kt-Kt6. (N.)

(*e*) P-KR4 would have been more attacking. (B.)

(*f*) Had he played 12 P-KR4 he might now have continued with 13 P-K6, (if) P×P; 14 Q-R5 ch. (B.)

(*g*) Too late now, as Black has safely castled. (B.)

(*h*) White should on no account have parted with his B, as the two combined are very strong. (N.)

(*i*) The deciding mistake. White still had a good game by: 24 R-Q4, (if) Q-Kt2; 26 R×B. (N.)

(*j*) A counter demonstration which comes just in time. (B.)

No. 48. JANOWSKY v. LASKER.—Queen's Pawn Game (Queen's Gambit Declined in effect).

White. Janowsky.	Black. Lasker.	White. Janowsky.	Black. Lasker.
1. P-Q4	P-Q4	18. Q-Q2	Kt×Kt
2. Kt-KB3	P-QB4	19. Kt×Kt	P-QR3
3.P-QB4	P-K3	20. B-Kt1	B-Q3
4. P-K3	Kt-QB3	21. Kt-B4	P-QKt4
5. B-Q3	Kt-B3	22. Kt-R5	B-R1
6. 0-0	B-Q3	23. P-QKt4	Kt-Kt3 ! (*a*)
7. P-QKt3	0-0	24. Kt-Kt3	B-Q4
8. B-Kt2	P-QKt3	25. Kt-B5	Kt-B5
9. QKt-Q2	B-Kt2	26. Q-B3	R-KB3 (*b*)
10. Kt-K5	Q-K2	27. B-B1	P-QR4
11. P-QR3	QR-Q1	28. R-B2	P×P
12. Q-B2	QP×P	29. P×P	R-R1
13. Kt(Q2)×P	P×P	30. B-R2	Q-QB2
14. P×P	R-B1	31. B×Kt	B×B
15. Q-K2	B-Kt1	32. B-Kt2	R-KKt3
16. P-KB4	Kt-Q4	33. R-R1	R×R
17. QR-K1	P-KB4	34. B×R	Q-B2

35. Q-K3	R-Kt5	44. B×R	Q-KKt2
36. P-KKt3(*c*)	P-KKt4 (*d*)	45. Q-R5ch(*f*)	K-Q1
37. P-Q5 (*e*)	B×QP	46. B-Kt5 ch	K-B2
38. Q-Q4	P×P	47. B-B4 ch	B-Q3
39. Q-R8 ch	K-B2	48. B×B ch	K×B
40. Q×P ch	K-K1	49. Q-R4	Q-R8 ch
41. Q-R8 ch	B-B1	50. K-B2	Q-Kt7 ch
42. B-K5	Q-B2	51. K-K1	Q-B8 ch
43. R×P	R×R	52. K-K2	B-B5 ch
		Resigns (*g*).	

(*a*) Black wins a P by 23... Kt×KtP; 24 P×Kt, B×P; 25 R×P!, B×Q; 26 R×Q, but White then has a formidable passed P. (L.)

(*b*) Black's game is the better, his B's having the more scope. (B.)

(*c*) Not 36. Kt×P, because of 36... Q-K2. (B.)

(*d*) White's BP is now four times attacked and only three times defended, and he cannot bring another piece to defend it, for if 37 Kt-Q3, B×Kt; if 37 P×P, B×P, winning at least the exchange, for if 38 R-KKt2, B×P ch. (B.)

(*e*) He therefore plays for a counter attack, but Black's pieces are too well posted for this to succeed. (B.) If 37 Kt×P, Q-K2+. (L.)

(*f*) It would be more prudent to exchange Q's, although Black, with two B's against B and Kt, would then have the better end game chances. (B.)

(*g*) For if 53 Kt-Q3, Q-B7 ch, winning the Kt; and if 53 K-B3, Q-B8 ch; 54 K-K3, Q-K8 ch; 55 K-B4, Q-Q7 ch; 56 K-B3, B-Q4 ch, and wins. This game was adjourned, and Janowsky sealed his move, but subsequently resigned without resuming play. (B.)

No. 49. NIEMZOWITSCH v. MARSHALL.—Petroff Defence.

White. Niemzowitsch	Black. Marshall.	White. Niemzowitsch	Black. Marshall.
1. P-K4	P-K4	13. B×B	B-B3
2. Kt-KB3	Kt-KB3	14. B-Kt4	Q-Q1
3. Kt×P	P-Q3	15. P-KKt3	R-K2
4. Kt-KB3	Kt×P	16. P-KB4	KR-K1
5. Kt-B3	Kt×Kt	17. B-B2	R×R
6. QP×Kt	B-K2	18. R×R	R×R ch
7. B-K3	Kt-B3	19. Q×R	P-KKt3
8. Q-Q2	B-Kt5	20. B-B3	Q-Q2
9. B-K2	Q-Q2	21. B-Kt4	Q-Q1
10. 0-0-0	0-0	22. B-B3	Q-Q2
11. KR-K1	QR-K1	23. B-Kt4	
12. P-KR3	B×Kt		

Drawn.

No. 50. TARRASCH v. ALECHIN.—Queen's Gambit (Albin Counter Gambit).

White. Tarrasch.	Black. Alechin.	White. Tarrasch.	Black. Alechin.
1. P-Q4	P-Q4	16. R-K1	Q-B2
2. P-QB4	P-K4	17. B-B4	Kt-Q4
3. P-K3	KP×P	18. B-KKt3	QR-K1
4. KP×P	Kt-KB3	19. B-Q3	B×B
5. Kt-QB3	B-K2	20. Q×B	P-B3
6. Kt-B3	0-0	21. Kt-B3	B×B
7. B-K2	B-K3	22. RP×B	Q-R4
8. Kt-KKt5	B-KB4	23. P-B4	Kt-Kt3
9. 0-0	Kt-B3	24. Q-Kt3	Q-R5
10. B-K3	Kt-QKt5	25. Q×Q	Kt×Q
11. R-B1	P×P	26. P-B5	R×R ch
12. B×P	P-B3	27. Kt×R	R-K1
13. Kt-B3	QKt-Q4	28. K-B1	R-K5
14. Kt-K5	Kt×Kt	29. R-B4	Kt-Kt7
15. P×Kt	B-Q3	30. R-B2	Kt-R5

Drawn.

ROUND XI.

No. 51. ALECHIN v. JANOWSKY.—French Defence.

White. Alechin.	Black. Janowsky.	White. Alechin.	Black. Janowsky.
1. P-K4	P-K3	16. R-K1	Kt-Kt5 (*a*)
2. P-Q4	P-Q4	17. B-B5	Q-Q3 (*b*)
3. P×P	P×P	18. B-R7ch ?	K-B1
4. Kt-KB3	Kt-KB3	19. B-B5	B×B
5. B-Q3	B-Q3	20. Q×B	KKt-B3
6. 0-0	0-0	21. Q-B4	Q×Q
7. B-KKt5	B-KKt5	22. P×Q	R-K1
8. QKt-Q2	P-B3	23. Kt-K5	Kt-Kt3
9. P-B3	QKt-Q2	24. K-B1	KKt-Q2
10. Q-B2	P-KR3	25. P-KKt3	P-B3
11. B-R4	R-K1	26. Kt×Kt ch	Kt×Kt
12. KR-K1	Q-B2	27. R×R	K×R
13. B-Kt3	B×B	28. K-K2	K-K2
14. RP×B	R-K3	29. K-K3	K-Q3
15. R×R	B×R	30. K-Q3	K-K3

Drawn.

(*a*) The Kt is here uselessly placed and has to retire a few moves later.

(*b*) A mistake, as White might have won a piece for the exchange by 18 R×B, P×R; 19 B×Kt. Probably 17 B×B was best.

No. 52. BERNSTEIN v. TARRASCH.—Ruy Lopez (Morphy Defence).

White. Bernstein.	Black. Tarrasch.	White. Bernstein.	Black. Tarrasch.
1. P-K4	P-K4	36. B-Kt4	R-R5
2. Kt-KB3	Kt-QB3	37. B-B5	K-K3
3. B-Kt5	P-QR3	38. K-Q3	K-B4
4. B-R4	Kt-B3	39. B-B8	K-Kt5
5. 0-0	Kt×P	40. K-K3	R-R3
6. P-Q4	P-QKt4	41. B-B5	P-R4 (*i*)
7. B-Kt3	P-Q4	42. K-K4	P-R5
8. P×P	B-K3	43 K-K3	R-R5
9. QKt-Q2 (*a*)	Kt-B4 (*b*)	44. B-Q6	P-R6
10. P-B3	B-K2	45. P×P ch	K×P (*j*)
11. Q-K2	P-Q5	46. K-B3	K-R5
12. B×B (*c*)	P×B	47. B-K7 ch	K-R4
13. P×P	Kt×P	48. K-K3	P-Kt4
14. Kt×Kt	Q×Kt	49. B-B5	K-Kt3
15. Kt-Kt3 (*d*)	Kt×Kt	50. B-Q6	K-B4
16. P×Kt	0-0	51. B-B5	K-K3
17. R-Q1 (*e*)	R×P	52. K-B3	K-B4
18. B-K3	R×Q	53. K-K3	R-K5 ch
19. B×Q	P-B4	54. K-B2	R-QR5
20. B-B3	P-Kt5	55. K-K3	R-R5
21. K-B1	R-K5	56. B-Q6	R-R6 ch
22. B-K1	R×P	57. B-Kt3	B-K4
23. B-Kt3	R-Q4 (*f*)	58. K B3	P-Kt5 ch
24. R×R	P×R	59. K-Kt2	B-Kt7
25. R-Q1	P-B5 (*g*)	60. K-B2	K-K5
26. R×P	P×P	61. K-K2	R-R3
27. R-Q3	P-QR4	62. K-Q2	R-R1
28. R×P	P-R5	63. B-B7	R-KB1
29. R-K3	B-B3	64. B-Kt3	R-B6
30. R-K2	P-R6	65. B-Kt8	K-Q4
31. P×P	P×P	66. K-B2	K-B5
32. R-R2	B-Kt7 (*h*)	67. B-Kt3	R-B6 ch (*k*)
33 B-Q6	K-B2	68. K-Q2	K-Kt6
34. K-K2	R-R3	69. R×B ch	P×R
35. B-B5	R-R4	Resigns.	

(*a*) P-B3 is usually played here, to preserve the Bishop.

(*b*) This move, followed soon by P-Q5, is a new variation in the Lopez which seems to give Black slightly the preferable position. Tarrasch played it in his game with Lasker and should have won (B.)

(*c*) The disadvantage of White making this exchange is that it opens Black's KB file. (B.)

(*d*) White probably allowed his P to be doubled under the impression that the open QR file would be some compensation. The alternative was Kt-B3, but it was a choice of evils, Black having the better game in any case. (B.)

(*e*) A blunder which loses two P's. White's difficulty was to find a satisfactory way of developing his B. He could not play it to Q2 because of Q×KtP, nor to K3 because of Q×KP. Probably the preparatory move of Q-K3 would have been best. (B.)

(*f*) Having gained the two P's, Tarrasch now temporarily slackens in his play. He should have played R-K6, *e.g.*, 23... R-K6; 24 B-Q6, B-B3; 25 B×P, R×P; 26 R-R4, P-QR4, and, as the White QKtP could not be defended, he would have had two passed P's on the Q's side, winning easily. (B.)

(*g*) Needlessly giving up a P. 25... P-Q5! (B.)

(*h*) White's R is now completely shut out of play, but the game is not so easy to win as would at first sight appear. (B.)

(*i*) Black's plan is to free the square KB6 for his R by advancing his P-R6, and forcing the exchange of P's, afterwards moving his K over to the Q side to attack the R. (B.)

(*j*) The first step in the solution. He will now be able to guard his RP by playing R-KB6, instead of keeping it on the QR's file. (B.,

(*k*) This was the object of defending the P with the R at B6. Had the R remained on the QR file, it could not now have driven away the white K with a check, thus enabling the black K to enter at Kt6. The game is now over. (B.)

No. 53. CAPABLANCA v. BLACKBURNE.—Ruy Lopez (Bird's Defence).

White. Capablanca.	Black. Blackburne	White. Capablanca.	Black. Blackburne.
1. P-K4	P-K4	17. P-Q4	Q-Kt3
2. Kt-KB3	Kt-QB3	18. RKt1 (*c*)	P-QR3
3. B-Kt5	Kt-Q5 (*a*)	19. P-KR3	B-B4
4. Kt×Kt	P×Kt	20. P-Kt4	B×B
5. 0-0	P-KKt3	21. Q×B	P-B4
6. P-Q3	B-Kt2	22. K-R2	Kt-B3 (*d*)
7. Kt-Q2	Kt-K2	23. R-Kt1	Kt-Q1
8. P-KB4	P-QB3 (*b*)	24. P×P	R×P
9. B-B4	P-Q4	25. Kt-R4	R-R4
10. B-Kt3	0-0	26. Kt×P !(*e*)	P×Kt
11. Kt-B3	P-QB4	27. R×KKtP	Q-Kt1 (*f*)
12. P-K5	P-QKt4	28. R×B ch !(*g*)	K×R
13. P-B3	P-B5	29. R-Kt1 ch	K-B1
14. B-B2	P×QBP	30. Q-Kt6	R×P ch
15. KtP×P	Q-R4	31. K×R	Resigns.
16. B-Q2	B-Kt5		

(*a*) Blackburne played this move against Alechin, and obtained an easily won game, but let it slip. (B.)

(*b*) 8... P-QR3 would have saved a move, a valuable consideration since he has already virtually lost a move in playing 3... Kt.Q5.

(*c*) Capablanca has already obtained much the superior position, and it is no wonder Blackburne lost the game against such an opponent. (B.)

(*d*) He should not have moved the Knight from its defensive position. Probably K-R1 was best. (B.)

(*e*) Useless to play 26... Q-K3, instead of P×Kt, because of 27 P-B5, R×P; 28 Q×R and wins. (B.)

(*f*) Q-B2 might have allowed of a little longer resistance. (B.)

(*g*) Leaves Black without resource. (B.)

No. 54. LASKER v. GUNSBERG.—Ruy Lopez (Morphy Defence).

White. Lasker.	Black. Gunsberg.	White. Lasker.	Black. Gunsberg.
1. P-K4	P-K4	14. Kt-K3	B-K3
2. Kt-KB3	Kt-QB3	15. Q-B2	Kt-Kt5 (*b*)
3. B-Kt5	P-QR3	16. Q-Kt1	P-KB4 (*c*)
4. B-R4	Kt-B3	17. P-QR3	QKt-B3
5. 0-0	P-Q3	18. Q-R2 (*d*)	Kt-Kt4
6. R-K1	B-Q2 (*a*)	19. Kt×Kt	B×Kt
7. P-B3	B-K2	20. B×P	B×B
8. P-Q4	0-0	21. Kt×B	K-R1
9. QKt-Q2	P-QKt4	22. P-B4	B-R5
10. B-Kt3	P×P	23. R-Q1	Q-K1 (*e*)
11. P×P	B-Kt5	24. B-K3	R-Q1
12 Kt-B1	P-Q4	25. Kt×P	Resigns (*f*)
13. P-K5	Kt-K5		

(*a*) B-K2 could be played at once, saving a move.

(*b*) Black fell into a cleverly set trap. Kt-R4 was better and would have maintained the good defence which Black had established against the formidable Ruy Lopez. (S.)

(*c*) P-QR4 was requisite. Even P-QB4 might have been played, leading to a bold, open game. (S.)

(*d*) This move was entirely overlooked by Black. It practically wins the game. (S.)

(*e*) With a hundred to one chance of attack by Q-R4. (S.)

(*f*) 26 Kt-K6 follows, after which White is the exchange to the good, with two strong passed pawns.

No. 55. RUBINSTEIN v. NIEMZOWITSCH.—Queen's Pawn Game.

White. Rubinstein.	Black. Niemzowitsch	White. Rubinstein.	Black. Niemzowitsch
1. P-Q4	Kt-KB3	16. B-K2	B-Kt3
2. Kt-KB3	P-K3	17. P-KB4	P×P
3. B-B4	P-B4	18. P×P	B-K5
4. P-B3	P×P	19. Q-B2	KR-K1 (*b*)
5. Kt×P	Kt-B3	20. KR-K1	Q-B2
6. P-K3	P-Q4	21. Kt-B5	R-K2
7 Kt-Q2	B-Q3	22. Kt-B1	QR-K1
8. Kt-Kt5	B-Kt1	23. Kt-KKt3	P-KKt3
9. B×B	R×B	24. QR-Q1	P-KR4
10. B-K2	P-QR3	25. P-KR4	Q-B1
11. Kt-Q4	P-K4	26. QKt×B	P×Kt
12. KKt-Kt3	B-B4	27. R-Q6	K-Kt2
13. 0-0	0-0 (*a*)	28. KR-Q1	Kt-KKt5
14. B-B3	Q-K2	29. Q-Kt3	Kt-R3
15. Q-K1	B-Q6	30. Q-Kt5	Q-B4

Drawn (*c*).

(*a*) Black has now the better position, thanks to White's escapade with the Kt.

(*b*) Threatening B×P.

(*c*) White might have tried for a win with 31 Q×Q, followed by 32 R-Q7.

SECOND OR FINAL SECTION.

ROUND XII.

No. 56. LASKER v. ALECHIN.—Queen's Gambit Declined.

White. Lasker.	Black. Alechin.	White. Lasker.	Black. Alechin.
1. P-Q4	P-Q4	19. QR-B1	KR-Q1
2. P-QB4	P-K4 ?	20. R-B2 (*e*)	P-B5
3. QP×KP	P-Q5	21. P×P	B×P
4. KKt-B3	QKt-B3	22. R-Q1 (*f*)	Kt-B4
5. P-QR3(*a*)	B-KKt5 ?	23. B-QB1	Kt-K6 ! (*g*)
6. QKt-Q2	Q-K2	24. R-B5 !	Q.B3 (*h*)
7. P-R3	B×Kt	25. Q-K4	Kt×R
8. Kt×B	0-0-0	26. B×B	Kt-B6 (*i*)
9. Q-Q3 !	P-KR3 (*b*)	27. B×R	Q×B (*j*)
10. P-KKt3	P-KKt3	28. Q-K5	Q-Kt3
11. B-Kt2	B-Kt2	29. Q-K7	Q-Q3
12. 0-0	Kt×P	30. R-K5	P-Q6
13. Kt×Kt	B×Kt	31. P×P	Q×P
14. P-QKt4	P-KB4	32. R-K3	Q-Q8 ch
15. P-B5 (*c*)	Q-K3 (*d*)	33. K-B2	Kt-Kt4
16. P-B6	Kt-K2	34. R-K6	Kt×P
17. P×P ch	K-Kt1	35. R-KB6(*k*)	Resigns.
18. B-Kt2	R-Q3		

(*a*) QKt-Q2 probably better. (B.)
(*b*) If Kt×P; 10 Q-B5 ch, Kt-Q2; 11 Kt×P, Kt R3; 12 Q-QR5 or 12 B×Kt, etc. (M. P.)
(*c*) B-Kt2 better. Then if P-B5; 16 P×P, B×P; 17 Q-KB3; and if Q-K3: 16 P-K3, P×P; 17 Q×P. (B.)
(*d*) If P-B3: 16 P-Kt5 breaks up Black's Q's side. The move played vacates a square for the KKt, which cannot be played to B3 because of P-KB4. (Y. T.)
(*e*) R-B5, at once saves a move. (B.) Q-B4 is stronger. (L.)
(*f*) B-B1 is better. (B.)
(*g*) If 24 P×Kt, P×P wins. (M. P.)
(*h*) If Kt×R; 25 B×B, Kt×P or Kt-B6; 26 B×R and Black must retake or 26 Q-KB3, R-B1; 27 R×P, K×R; 28 Q-B6 ch and wins. (M. P.)
(*i*) This loses; also R(Q3)-Q2. (L.)
(*j*) If P×B, Q-B6. (L.)
(*k*) Threatening R-KB8. (Y. T.)

No. 57. TARRASCH v. MARSHALL.—Queen's Gambit Declined.

White. Tarrasch.	Black. Marshall.	White. Tarrasch.	Black. Marshall.
1. P-Q4	P-Q4	30. P×P ch	Q×P
2. P-QB4	P-K3	31. Q×Q ch	R×Q
3. Kt-QB3	P-QB4 (*a*)	32. Kt-Q2	B-B1
4. P-K3 (*b*)	Kt-KB3	33. P-K5	R-R3
5. Kt-B3	Kt-B3	34. B-K4	B×P ch
6. B-Q3	P×QBP (*c*)	35. K-K2	B-Kt4 ch
7. B×P	P-QR3	36. K-K3	R-R6 ch
8. 0-0 (*d*)	P-QKt4	37. Kt-B3	B×Kt
9. B-Q3	B-Kt2	38. B×B	Kt-B3 !
10. P-QR4	P-B5	39. R-KR1(*g*)	R×R
11. B-B2 (*e*)	P-Kt5	40. B×R	Kt×P
12. Kt-K4	B-K2	41. B-Q5	R-Kt5
13. Q-K2	Kt-QR4	42. P-B4	K-Q3
14. Kt×Ktch	P×Kt !	43. B-K4 (*h*)	Kt-Q6 !
15. P-K4	KR-Kt1	44. R×P(B4)(*i*)	R-Kt6 ch
16. B-B4	P-Kt6	45. K-Q4	Kt×P(B5)
17. B-Kt1	R-B1 (*f*)	46. R-B6 ch	K-K2
18. B-Q2	Q-Kt3	47. R×P	Kt-K3 ch
19. R-B1	B-Kt5	48. K-B4	R-Kt5
20. B-B3	K-B1	49. R-R7 ch	K-Q3
21. Q-Q2	B×B	50. K×P	R×B
22. Q-R6ch?	K-K2	51. R×BP	Kt-B4 ch
23. R×B	R-Kt3	52. K-B2	R-K7 ch
24. Q-R5	QR-KKt1	53. K-Q1	R-K2
25. P-Kt3	R-Kt5	54. R-B4	R-R2
26. P-R3	KR-Kt2	55. P-QR5	R×P
27. Q-R4	P-K4 !	56. P-QKt4	Kt-K3
28. P×P	R×P ch	57. R-KR4	R-Q4 ch
29. K-B1	R(Kt6)-Kt3	58. K-B2	P-R4

And wins (*j*).

(*a*) Tarrasch's defence to the Q.G.D. (B.) Tendency is to revert to 3 Kt-KB3. (P.)

(*b*) More forcible is the Rubinstein variation: 4 BP×P, KP×P; 5 Kt-B3, Kt-QB3; 6 P-KKt3, Kt-B3; 7 B-Kt2. (P.)

(*c*) Accepting the Gambit not usually good but in this instance White has already moved the bishop once. (P.)

(*d*) Or P-QR4 preventing the advance of Black's QKt pawn. (P.)

(*e*) Better probably is 11. B-K2, followed by P×P and P-QKt3, thus keeping some pressure on Black's advanced pawns, which are weak—or 11. P×P first.

(*f*) Black now in a strong position (P.)

(*g*) If 39 R×P (B4), R×B ch, etc. (P.)

(*h*) If 43 B×P, Kt×B; 44 R×Kt, R-Kt7, wining KtP. (B.)

(*i*) If 44 B×Kt, R-Kt6 ch, and wins. (P.)

(*j*) The game continued: 59 KKt3, KtB2; 60 RKB4, KK4; 61 RB7, KtKt4; 62 RB8, KK5; 63 KR4, KtQ5; 64 RB7, RQ1; 65 KR5, RKR1; 66 RK7 ch, KQ4; 67 RQ7 ch, KB3; 68 RQR7, PR5; 69 RR6 ch, KQ4; 70 RKB6, PR6, 71 RB1, PR7; 72 RKR1, KK5; 73. Resigns

ROUND XIII.

No. 58. ALECHIN v. TARRASCH.—From Gambit (Falkbeer Counter Gambit in effect).

White. Alechin.	Black. Tarrasch.	White Alechin.	Black. Tarrasch.
1. P-KB4	P-K4	21. B-Q4	Kt×B. !
2. P-K4	P-Q4	22. Kt×Kt	Q-B4
3. P×QP	P-K5	23. QR-Q1	R-Q4
4. P-Q3	Kt-KB3 (*a*)	24. P-R3	QR-Q1
5. P×P	Kt×KP	25. P-B3	P-KR3
6 Kt-KB3	B-KB4	26. Q-Q3	Q-Q3
7. B-K3	P-QB3	27. Q-B3	Kt-R4
8. B-B4	P-QKt4 (*b*)	28. R-K4	Kt-B3
9. B-Kt3	P-QB4	29. R-K3	Kt-R4
10. P-Q6 !	P-B5 (*c*)	30. R-KB1	Kt-B3
11. Q-Q5	Kt-Q2 (d)	31. R(B1)-K1	Q-B4
12. Q×B	Kt×P	32. K-R2	R-QB1
13. Q-Q5	B-K2	33. R(K1)-K2	K-B1
14. 0-0	0-0	34. R-K5	R(B1)-Q1
15. Kt-B3	Kt-B3	35. Kt-B5	Q-Kt3
16. Q-Q2	P×B	36. Q-Kt3	Kt-R4
17. RP×P	P-Kt5	37. Q-R4	R×R ? (*e*)
18. Kt-Q5	Kt-B4	38. P×R	R-Q8
19. Kt×B ch	Q×Kt	39. R-K3 (*f*)	Q-Kt3
20. KR-K1	KR-Q1	40. Q×P ch	Resigns.

(*a*) 4... Q×P is better, and should lead to a draw, *e.g.*, 5 Kt-QB3, B-QKt5; 6B-Q2, B×Kt; 7 B×B, Kt-KB3, and White's advantage is very slight. (B.)

(*b*) Black's advance of P's on the Q's side was a mistake, as White by his clever play speedily demonstrates. (B.)

(*c*) If 10... Q×P; 11 Q×Q, and 12 B-Q5. (S.)

(*d*) If 11... Q-B1; 12 Q×R, P×B; 13 RP×P would be quite safe for White. (S.)

(*e*) Kt-B3 at once should be played.

(*f*) He could safely have captured the knight, *e.g.*, 39 Q×Kt, Q-Kt8 ch; 40 K-Kt3, R-Q6 ch; 41 K-B4. The text move, however, was better, as it left White without resource, Q-K7 ch, being threatened, as well as Q×Kt. (B.)

No. 59. CAPABLANCA v. LASKER.—Ruy Lopez (Morphy Defence).

White. Capablanca.	Black. Lasker.	White. Capablanca.	Black. Lasker.
1 P-K4	P-K4	32. Kt×Kt(*e*)	R-Kt7
2. Kt-KB3	Kt-QB3	33. B-K3	R-K7
3. B-Kt5	P-QR3	34. B-B2	P-B3
4. B-R4	Kt-B3	35. K-B1	R-R7
5. 0-0	Kt×P	36. P-Kt4	K-B2
6. P-Q4.	P-QKt4	37. Kt-K4	P-R3
7. B-Kt3	P-Q4	38. K-Kt2	R-R6
8. P×P	B-K3	39. P-B4	R-Kt6
9. QKt-Q2	Kt-B4	40. Kt-Kt3	R-R6
10. P-B3	P-Q5 (*a*)	41. Kt-B1	R Q6
11. P×P	Kt×QP	42. Kt-K3	R B6
12. Kt×Kt	Q×Kt	43. K-B3	R-R6
13. B×B	Kt×B (*b*)	44. P-B5	R-R7
14 Q-B3	R-Q1	45. Kt-Q5	B-Kt7
15. P-QR4	Q-Q4	46. Kt-B4	P R7
16. Q×Q	R×Q	47. P-R4	R-R4
17. P×P	P×P	48. B-Q4	R-R6 ch
18. R-R8 ch	Kt-Q1	49. B-K3	R-R4
19. Kt-K4	R×P	50. Kt-R5	R-R5
20. R-Q1	B-K2	51. Kt-Kt3	K-Kt1
21. P-B3	R-KB4 (*c*)	52. Kt-K4	K-B2
22. R-B8	0-0	53. B-Q2	R-R8
23. R×P	B-Kt5	54. B-B3	R-B8 ch
24. B-K3	Kt-K3	55. Kt-B2	R-QB8
25. QR-Q7	R-QB1	56. B-Q4	R-K8
26. KR-Q5	R×R	57. Kt-K4	R-B8 ch
27. R×R	R-B7 (*d*)	58. B-B2	R-QR8
28. P-QKt3	R-Kt7	59. K-B4	R-R5
29. R×P	R×QKtP	60. B-B5	R-B5
30. B-Q2	B-B4 ch	61. K-B3	R-B8
31. R×B	Kt×R	62. B-B2	R-QR8

63. K-B4	R-R5	69. B-Q4	R-Kt5
64. K-B3	R-R6 ch	70. K-Q3	R-Kt6 ch
65. B-K3	R-R4	71. K-K4	R-Kt5
66. Kt-B5	R-R8	72. K-Q5	R-Kt8
67. Kt-K6	R-R6	73. P-Kt5 (*f*)	
68. K-K4	R-R5 ch		

Drawn.

(*a*) Premature.

(*b*) 13... P×P better, and if 14 Q-B3, Q-Q4. (B.)

(*c*) To prevent B-B4, which would have won back the pawn besides bringing the Bishop into play. (B.)

(*d*) R-Kt1 safer. (B.)

(*e*) Although White has now the superiority of force, it is doubtful whether he can do more than draw, as the P's are all on the same side of the board. Black, however, has to play with great care to avoid losing. (B.)

(*f*) White has been manœuvring all this time to obtain a favourable opportunity of playing P-Kt5. He has now succeeded in doing this, but only to find he cannot do more than draw (B.) The game proceeded as follows: 73... RP×P; 74 P×P. P×P; 75 Kt×P ch, KKt1; 76 KtK6, RQ8; 77 KK4, KB2; 78 KtKt5 ch, KKt1; 79 KK5, RK8 ch; 80 KB4, RB8 ch; 81 KKt4, RQ8; 82 KtB3, RKB8; 83 BK5, KB2; 84 KB4, KKt1; 85 KK4, RQ8; 86 KtKt5, Rk8 ch; 87 KQ5, RQ8 ch; 88 KK6, RK8; 89 KtR3, RQKt8; 90 KtB4, RKt3 ch; 91 KK7, RKt4; 92 KtKt6, RKt3; 93 BQ6, RR3; 94 KK6, RKt3; 95 KtK7 ch, KR2; 96 KtB8, RR3; 97 KtK7, RKt3; 98 KtQ5, RR3; 99 KtB3, KKt1; 100 KtK4.

ROUND XIV.

No. 60. MARSHALL v. ALECHIN.—Queen's Pawn Game (French Defence in effect; McCutcheon Variation).

White. Marshall.	Black. Alechin.	White. Marshall.	Black. Alechin.
1. P-Q4	P-K3	13. Kt×B	P-K4
2. P-K4	P-Q4	14. Q-B3	P-K5
3. K-QB3	Kt-KB3	15. B×P	P×B
4. B-KKt5	B-Kt5	16. Q-QR3 ch	K-Kt2
5. B-Q3 (*a*)	P-B4	17. Kt-Q6	QKt-B3
6. P-K5	P-KR3	18. 0-0-0	Kt(Q2)-K4 !
7. B-Q2	P×P	19. Kt-K2	P-Q6
8. Kt-Kt5	B×B ch	20. P-KB4(*d*)	P×P e.p.
9. Q×B	KKt-Q2	21. P×BP	Q-R4
10. Kt-Q6 ch	K-B1	22. KR-Kt1ch?(*e*)	K-R2
11. Q-B4 (*b*)	P-B3	23. R×P	KR-Kt1 ! (*f*)
12. P×P	P×P	24. R-QKt3(*g*)	R×R ch
		Resigns.	

(*a*) Declining the usual continuation of the McCutcheon variation (5 P-K5). (G.)

(*b*) The Q is strongly posted, but P-KB4 would have given White a better game. (Y. T.)

(*c*) Black should have taken the Kt at once. (B.)

(*d*) Forcing the opening of the Kt's file for the White R. Gunsberg suggests Kt-KB4. If 20... P×Kt; 21 Kt-B5 ch+. (T.)

(*e*) A fatal transposition. He intended: 22 R×P, (if) Kt×R ch; 23 Q×Kt, threatening R-Kt1 ch with a crushing attack. (B.)

(*f*) If 23... Kt×R; 24 Q×Kt ch and wins. (T.)

(*g*) A blunder which allows mate in two. R-B3 or KR-Q1 would have left White with the superior game. (Y. T.) Other suggestions are: 24 Kt-Kt3, or Q×Q. (G.)

No. 61. TARRASCH v. CAPABLANCA.—Ruy Lopez (Morphy Defence)

White. Tarrasch.	Black. Capablanca.	White. Tarrasch.	Black. Capablanca.
1. P-K4	P-K4	19. R-R3	B-B3
2. KKt-B3	QKt-B3	20. P-B4? (*i*)	Kt-K3
3. B-Kt5	P-QR3	21. R-R3	R×QP
4. B-R4	Kt-B3	22. Q-R5	P-R3
5. Kt-B3	B-K2	23. R-KKt3	K-R1
6. 0-0	P-QKt4	24. Q-KB5	B-R5
7. B-Kt3	P-Q3	25. R-KR3	Q-B3 (*j*)
8. P-QR4	P-Kt5 (*a*)	26. Q-Kt4	B-Kt4
9. Kt-Q5	B-Kt5 (*b*)	27. B-K3	Kt×P ! (*k*)
10. P-B3	QR-Kt1 (*c*)	28. B×R	Kt×R ch
11. B-B4 !(*d*)	Kt×P (*e*)	29. K-R1	Q-K3
12. P-Q4	P×BP	30. Q-B3	B-Q7 (*l*)
13. KtP×P	0-0	31. Q-Q3	B-R4
14. B×P	P×P	32. B-QB6	P-Q4
15. P×P	Kt-Kt5 (*e*)	33. R-B1	Kt-B5
16. Kt×Kt	R×Kt	34. Q-K3	B-Q7 (*m*)
17. B-QKt5(*f*)	B×Kt	35. Q-QR3	R-QKt1 (*n*)
18. P×B?(*g*)	Kt-Kt4 (*h*)	Resigns.	

(*a*) Alternatively: B-Kt5, (if) 9 P×P, Kt-Q5+. (P.)

(*b*) Schlechter (v. Tarrasch) played: Kt-QR4; 10 B-R2. Kt×Kt; 11 B×Kt, P-QB3. (P.) If Kt×P; 10 P-Q4, and White's attack is worth a P. (L.)

(*c*) Threatening P×P, followed by B×Kt. (P.)

(*d*) To allow P-Q4, but promising was: 11 PQ3, B×Kt; 12 P×B (if 12 Q×B, P×P). (L.)

(*e*) Dislodging White's Kt at Q5. (B.)

(*é*) If 16 B-QB4, Kt×Kt; 17 B×Kt, Kt-B6, wins a piece. (G.)

(*f*) Black is threatened with loss by B-R3. (B.) Gunsberg suggests 17 B-K3 (if) Kt-Kt4; 18 B-K2.

(*g*) Q×B is correct. After 18... R×QP, White's QRP becomes formidable. (P.)
(*h*) Threatening R×QP, followed by Kt×P ch, etc. (B.)
(*i*) B-K3 was compulsory. (P.)
(*j*) If 26 Q-R5, Kt×P. (G.)
(*k*) If 28 R-B3, Kt-K7 ch wins. (G.)
(*l*) To prevent R-K1 and to hinder the advance of the QRP. (P.)
(*m*) If 35 Q×B, Q-K5 (ch) and mate in 2. (G.) If 35 Q×Q, Kt×Q; 36 R-B2, Kt×B; 37 R×B, Kt×B and wins. (B.)
(*n*) Threatening Q×B, followed by R-Kt6, White has no reply. (P.)

ROUND XV.

No. 62. CAPABLANCA v. MARSHALL.—Petroff Defence.

White. Capablanca.	Black. Marshall.	White. Capablanca	Black. Marshall.
1. P-K4	P-K4	32. P-KR4	KR-QB1
2. Kt-KB3	Kt-KB3	33. P×P	R-B4
3. Kt×P	P-Q3	34. B×Kt	P×B
4. Kt-KB3	Kt×P	35. R×R	R×R
5. Q-K2	Q-K2	36. P-Kt6	K-B1
6. P-Q3	Kt-KB3	37. R-QB4(*e*)	R-QR4 (*f*)
7. B-Kt5	B-K3 (*a*)	38. P-R4	K-Kt2
8. Kt-B3	P-KR3	39. R-B6	R-Q4
9. B×Kt	Q×B	40. R-B7 ch	K×P
10. P-Q4	B-K2	41. R×P	R-Q8 ch
11. Q-Kt5 ch	Kt-Q2	42. K-R2	P-Q4
12. B-Q3	P-KKt4? (*b*)	43. P-R5	R-QB8
13. P-KR3	0-0	44. R-QB7	R-QR8
14. Q×QKtP (*c*)	QR-Kt1	45. P-QKt4	R-R5
15. Q-K4	Q-Kt2	46. P-B3	P-Q5
16. P-QKt3	P-QB4	47. R-B6 (*g*)	P×P (*h*)
17. 0-0	P×P	48. R×BP	R×KtP
18. Kt-Q5	B-Q1	49. R-QR3	R-Kt2
19. B-B4	Kt-B4	50. P-R6	R-QR2
20. Q×P	Q×Q	51. R-R5	K-B3
21. Kt×Q(*d*)	B×Kt	52. P-Kt4	K-K2
22. B×B	B-B3	53. K-Kt3	K-Q3
23. QR-Q1	B×Kt	54. K-B4	K-B2
24. R×B	K-Kt2	55. K-K5	K-Q2
25. B-B4	R-Kt3	56. P-Kt5	K-K2
26. R-K1	K-B3	57. P-Kt6	K-B1
27. P-B4	Kt-K3	58. K×P	K-K1
28. P×P ch	P×P	59. P-Kt7	R×KtP
29. R-B1 ch	K-K2	60. P-R7	R-Kt3 ch
30. R-Kt4	R-KKt1	61. K-B5	Resigns.
31. R-B5	R-B3		

(*a*) Black is playing to win. Q×Q ch would lead to an easy draw. (B.)

(*b*) Probably made to give more freedom to the Q. (B.)

(*c*) White now captures the P, for when his Q is attacked he can retire to K4, threatening mate, and gain time to defend his KtP. (B.)

(*d*) White should now win. (B.)

(*e*) The simplest way to win. (B.)

(*f*) Exchanging R's instead would have made it still easier for White, *eg.*, 37... R×R; 38 P×R, K-Kt2, 39 K-B2, K×P; 40 K-K3, K-B4; 41 K-Q4, K-B5; 42 P-B5, P-K4 ch; 43 K-Q5, P×P; 44 K×P, K-K6; 45 K-Q5, P-K5; 46 K-K5, and wins, as Black must abandon the P. (B.)

(*g*) To induce P×P. (B.)

(*h*) K-B4 would have been better. As it is White can defend his RP by R-R3 after Black has captured the P with his R, and winning is then merely a question of routine. (B.)

No. 63. LASKER v. TARRASCH.—Queen's Gambit Declined (in effect).

White. Lasker.	Black. Tarrasch.	White. Lasker.	Black. Tarrasch.
1. P-Q4	P-Q4	24. Kt×R	R×Kt
2. KKt-B3	P-QB4	25. Q-Q5	Q-K3
3. P-QB4	P-K3	26. Q-B3	P-R3
4. P×QP	KP×QP	27. B-Q2	Kt-K4
5. P-KKt3	QKt-B3	28. R×R ch	Q×R
6. B-Kt2	Kt-B3	29. Q-K4	Kt-Q2
7. 0-0	B-K2	30. R-QB1	Q-B1 (*j*)
8. P×P	B×P	31. B×P	Kt-B4 (*k*)
9. QKt-Q2(a)	P-Q5	32. Q-Kt4	P-B4
10. Kt-Kt3	B-Kt3	33. Q-Kt6	Q-B2
11. Q-Q3	B-K3 (*b*)	34. Q×Q ch	K×Q
12. R-Q1	B×Kt	35. B-Kt5	Kt-Q6
13. Q×B	Q-K2	36. R-QKt1	K-K3
14. B-Q2	0-0	37. P-Kt3	K-Q4
15. P-QR4	Kt-K5 (*c*)	38. P-B3	P-R4
16. B-K1 (*d*)	QR-Q1 (*e*)	39. P-R4	Kt-B4
17. P-R5	B-B4	40. P-R5	P-Q6
18. P-R6	P×P	41. K-B1	P-R5 (*l*)
19. QR-B1(*f*)	R-B1 (*g*)	42. P×P	Kt×P
20. Kt-R4	B-Kt3 (*h*)	43. B-B6 (*m*)	K-K3
21. Kt-B5 (*i*)	Q-K4	44. B×P	K-B2
22. B×Kt	Q×B	45. B-K5	Kt-B4
23. Kt-Q6	Q×P	46. R-Q1	Resigns (*n*).

(*a*) This Kt is usually developed at B3. (B.)
(*b*) To meet 12 R-Q1, which would win the QP and leave White with two B's. (V.)
(*c*) If 15... Q×P; 16 R-K1, Q-R3; 17 B-KB1 and wins. (V.)
(*d*) An excellent place for this B.
(*e*) KR-Q1 might have been better.
(*f*) Black has been permitted to play his own special defence in this form of QP opening. White's original attack appears to have been well thought out before the game commenced and will probably dispose of this defence. White gives up a pawn temporarily and attacks the weakly-placed black pieces, threatening to win a piece by 20 Kt-R4 and 21 B×Kt. (V.)
(*g*) Saving the piece but losing the exchange, 19... P-Kt4 might have been less disastrous. (V.)
(*h*) Practically forced, as B×Kt is threatened; the only alternative Kt-Q1 would give a very awkward position as the B could not move. (G.)
(*i*) This move wins the exchange. (B.)
(*j*) Loses a pawn; Q-Q1 was necessary. (B.)
(*k*) If P×B, 32 Q-Kt4 ch and wins the knight. (V.)
(*l*) 41... K-K3 first was essential. (V.)
(*m*) Black overlooked this move, to which there is no answer. If 43... B-Q5; 44 B×B, K×B; 45 R-Kt4 ch, etc. If 43... P×B, the RP queens. (G.)
(*n*) Because White attacks the Kt with the B and then takes the QP. (G.)

ROUND XVI.

No. 64. ALECHIN v. CAPABLANCA.—Four Knights' Game.

White. Alechin.	Black. Capablanca.	White. Alechin.	Black. Capablanca.
1. P-K4	P-K4	15. KR-K1	0-0
2. Kt-KB3	Kt-QB3	16. B-Q3	KR-K1
3. Kt-B3	Kt-B3	17. P-QR3	P-B3
4. B-Kt5	Kt-Q5 (*a*)	18. K-B1	P-KKt3
5. Kt×Kt(*b*)	P×Kt	19. P-KB3	K-B2
6. P-K5	P×Kt	20. R×R	R×R
7 P×Kt	Q×P	21. R-K1	R×R ch
8. QP×P	Q-K4 ch	22. K×R	K-K2
9. Q-K2	Q×Q ch	23. K-K2	B-Q3
10. B×Q	P-Q4	24. K-K3	B-B4 ch
11. B-KB4	P-QB3	25. K-K2	B-Q3
12. P-B4	B-K3	26. K-K3	B-B4 ch
13. P×P	B×P	27. K-K2	B-Q3
14. 0-0	B-B4	28. K-K3	B-B4 ch

Drawn.

(*a*) Rubinstein's variation, which, however, gives White an easy draw if he chooses to play for one. (B.)

(*b*) Leads to a draw. If 5 Kt×P, B-B4; 6 B-B4, Q-K2; and if White capture the BP with either Kt or B, he loses a piece. This way of playing the variation leads to a very complicated and interesting game. (B.)

No. 65. MARSHALL v. LASKER.—Queen's Pawn Game.

White. Marshall.	Black. Lasker.	White. Marshall.	Black. Lasker.
1. P-Q4	Kt-KB3	19. P×Kt	Kt-B4
2. P-QB4(*a*)	P Q3	20. QR-Q1	B Q2
3. Kt-QB3	QKt-Q2	21. Q-R4	B-R5 (*c*)
4. Kt-B3	P-K4	22. B×P (*d*)	P×B
5. P-K3	B-K2	23. B-Q8	Q×B
6. B-Q3	0-0	24. Kt-Kt5	Q×Kt
7. Q-B2	R-K1	25. Q×Q	B×R
8. 0-0	B-B1	26. Q×P (*e*)	B-B7 (*f*)
9. Kt-KKt5	P-KKt3	27. Q×B	P Q6
10. P-B4	P×QP	28. Q-Q1	P-R4 (*g*)
11. P×P	B-Kt2	29. Q-Kt4	R-KB1
12. P-KB5	Kt-Kt5	30. R-Q1	QR-K1
13. Kt-B3	P-B4	31. Q-Kt6	R-K7
14. P×KtP	KBP×P	32. R-KB1	P-Q7
15. P-KR3(*b*)	P×P	33. R×R ch	K×R
16. B-Kt5	Kt-K6	34. Q×P ch	K-Kt1
17. Q-B2	Q-Kt3	35. Q-Q8 ch	K-R2
18. Kt-Q5	Kt×Kt	36. Q-R4 ch	B-R3
		Resigns.	

(*a*) Not good, in case Black continues with 2... P-Q3, therefore better is 2 Kt-KB3, in order first to ascertain his intention. (B.)

(*b*) Loss of time. B-Kt5 at once would have been stronger. (B.)

(*c*) Better than Kt×B, *e.g.*, 21... Kt×B; 22 R×Kt, B-Kt4; 23 R-Kt3. (B.)

(*d*) An ingenious but unsound combination. White, however, had the worst of the game whatever he played. If 22 P-QKt3, Kt×P; 23 P×B, Kt-K4; or 22 R-Q2, Kt×B; 23 R×Kt, B-B7; in either case with a P ahead and a safe position. (B.)

(*e*) Threatening to win by R-B7. (B.)

(*f*) A good move, by which Black gains times to bring his superior force into play. (B.)

(*g*) To prevent his Kt being dislodged from its present strong position by P-QtK4. (B.)

ROUND XVII.

No. 66. ALECHIN v. LASKER.—Ruy Lopez (Morphy Defence).

White. Alechin.	Black. Lasker.	White. Alechin.	Black. Lasker.
1. P-K4	P-K4	24. R×B	P-QKt4
2. Kt-KB3	Kt-QB3	25. R-K1	Kt-Q2
3. B-Kt5	P-QR3	26. Kt-Q1	P-QR4
4. B×Kt	QP×B	27. R-R3	P-Kt5
5. Kt-B3	P-B3	28. Kt-B2	Kt-B4
6. P-Q4	P×P	29. R(R3)-K3	P-R5
7. Q×P	Q×Q	30. P×P	Kt×P
8. Kt×Q	B-Q3	31. P-K5	P×P
9. B-K3 (*a*)	Kt-K2	32. R×P	R(K1)-Kt1(*b*)
10. 0-0-0	0-0	33. Kt-K4	P-Kt6
11. Kt-Kt3	Kt-Kt3	34. R-K2	Kt-Kt3
12. B-B5	B-B5 ch	35. P×P	Kt-Q4
13. K-Kt1	R-K1	36. P-KKt4 (*c*)	P-R3
14. KR-K1	P-QKt3	37. P-Kt5	P×P
15. B-K3	B-K4	38. Kt×P	Kt-B3 (*d*)
16. B-Q4	Kt-R5	39. R-K7 (*e*)	R×P
17. R-Kt1	B-K3	40. R-Kt2	Kt-Q4 (*f*)
18. P-B4	B-Q3	41. R-Q7 (*g*)	R-Q6 !
19. B-B2	Kt-Kt3	42. R×Kt(h)	R×R
20. P-B5	B×Kt	43. Kt-K6	K-B2 (*i*)
21. RP×B	Kt-B1	44. R×P ch	K-B3
22. B×P	B×P	45. R-QB7	R-Q3
23. R-R1	P×B	46. Kt-B5	K×P

(*a*) Compare Game No. 68, where Lasker (White) in the same position played 9 0-0 and 10 P-KB4, obtaining the superior position. (B.)

(*b*) Lasker was behind Capablanca, and was playing to win. (B.)

(*c*) If 36 Kt-Q2, Kt-B5; 37 R-B2, Kt-Q6, winning the exchange.

(*d*) If 38... R×P; 39 R-K8 ch, R×R; 40 R×R mate.

(*e*) 39 R(K5)-K3 would give White an even game. (B.)

(*f*) This position will well repay examination. Black's last move threatens to win the exchange, but the threat is most difficult to foresee (see following note). Quite a good end-game study.

(*g*) 41 R-K5 was best. White must now lose the exchange. (B.)

(*h*) Best. The threat is 42... Kt-B6 ch; 43 P×Kt, R×R. If White plays 42 K-B1, R-R8 ch; 43 K-B2, Kt-Kt5 mate. If 42 R-Kt7 R-Q8 ch; 43 K-B2, Kt-K6 ch; 44 K-B3 or Kt3, Kt×R. (B.)

(*i*) If 43... R-R2 44 P-B6. (B.)

(*j*) Care is required to avoid a draw. The game was continued as follows:—47 RB7 ch, KK4; 48 KB2, RKR3; 49 KtQ3 ch, KQ3; 50 RB5, RQKt1 51 KB3, KB2; 52 RB7 ch, KKt3; 53 RQ7, RR6; 54 RQ4, R(Kt1)KR1; 55 RKt4 ch, KB2; 56 KB2, R(R1)R5; 57 RKt3, RR7 ch, 58 KB3, R(R5)R6; 59 RKt4, RR4; 60 RKt4, R(R7)R6; 61 KB2, RQ4; 62 KtB4, RB4 ch; 63 KKt1, RR8 ch; 64

KR2, RR4 ch; 65 KKt3, RKt4 ch; 66 KB3, KKt3; 67 KtQ3, RR6; 68 KB2, RQ4; 69 RKt4 ch, KB2; 70 RKt3, RR7 ch; 71 KB3, KQ3; 72 RR3, RKt7; 73 RR1, RKt6; 74 RQ1, KB2; 75 RQ2, KKt3; 76 RQ1, KKt4; 77 KB2, KB5; 78 PKt3 ch, KKt4; 79 RQ2, RR6; 80 RQ1, RR7 ch; 81 KB3, RQ1; 82 RKKt1, RR6; 83 RQ1, R(Q1)KR1; 84 RKKt1, R(R1)R4; 85 KB2, RQ4; 86 RQ1 (the position is the same as that six moves back), RKKt4; 87 RQ2, R(R6)Kt6; 88 KtB1, RKt7; 89 KtK2, KKt3; 90 Resigns, for, if 90 K-B1, R-B4 ch; 91 K-Q1, R-Q4, or, if 90 K-B3, R-B4 ch; 91 K-Q3, R-Q4 ch; 92 K-B2, R×R ch; 93 K×R, K-Kt4; 94 K moves, R×Kt; 95 K×R, K-Kt5. Had White kept his R on the Kt file it is doubtful if Black could have won.

No. 67.—MARSHALL v. TARRASCH.—Queen's Pawn Game.

White. Marshall.	Black. Tarrasch.	White. Marshall.	Black. Tarrasch.
1. P-Q4	P-K3	25. P-Kt4	P-B3
2. P-QB4	P-KB4	26. P×P	Q×P
3. Kt-QB3	Kt-KB3	27. Q-K5	K-B2
4. Kt-B3	B-Kt5	28. P-B5	P×P
5. B-Q2 (*a*)	0-0	29. B×P	B-K3
6. P-K3	P-QKt3	30. P-Kt4	Q-B2
7. B-Q3 (*b*)	B-Kt2	31. Q×Q ch	Kt×Q
8. 0-0	B×QKt	32. P×P	B×P
9. B×B	Kt-K5	33. B×P (*d*)	Kt-Kt4
10. B×Kt(*c*)	P×B	34. B-B5	Kt×P
11. Kt-Q2	Q-Kt4	35. K-Kt2	K-K3
12. Q-K2	P-Q4	36. P-R4	Kt-Kt4
13. P-B3	Kt-Q2	37. K-Kt3	Kt-B2
14. P×KP	P×KP	38. Kt-Kt1	P-Kt3
15. R×R ch	R×R	39. Kt-B3	Kt-Q4
16. R-KB1	R-B4	40. Kt-K2(*e*)	K-Q2
17. R×R	P×R	41. P-Kt5	Kt-B2
18. Q-B2	Kt-B3	42. Kt-B3	Kt×P
19. P-KR3	Kt-R4	43. Kt×Kt	K-B3
20. P-Q5	B-B1	44. Kt-B3 (*f*)	K×B
21. B-K5	Q-K2	45. K-B4	K-Q3
22. B-Q4	Kt-B3	46. P-R5	K-K3
23. Q-Kt3	Kt-K1	47. P×P	B×P
24. P-R3	Q-Q2		

Drawn.

(*a*) To avoid the doubled QBP. (B.)

(*b*) 7 B-K2 is better, with Kt-K5 and B-B3 in view. (B.)

(*c*) 10 B-K1, retaining both B's, is better. (B.)

(*d*) 33 Kt-B4, threatening Kt-Q6, and defending QRP, is better. (B.)

(*e*) 40 Kt×Kt, K×Kt, draws. (B.)

(*f*) 44 Kt-Q6, K×B; 45 Kt-B7 still gives White a possibility of winning, but 45 Kt×B would lose:—45... P×Kt; 46 K-B4, K-B5; 47 K×P, K-Q6; 48 K-B4, P-R4 and wins. (B.)

ROUND XVIII.

No. 68. LASKER v. CAPABLANCA.—Ruy Lopez (Morphy Defence).

White. Lasker.	Black. Capablanca.	White. Lasker.	Black. Capablanca.
1. P-K4	P-K4	22 K-B2	R-R2
2. Kt-KB3	Kt-QB3	23. P-Kt4	P-R3
3. B-Kt5	P-QR3	24. R-Q3 (*q*)	P-QR4?(*r*)
4. B×Kt(*a*)	QP×B	25. P-KR4	P×P
5. P-Q4	P×P (*b*)	26. P×P	QR-K2 (*s*)
6. Q×P	Q×Q	27 K-B3	R-Kt1
7. Kt×Q	B-Q3 (*c*)	28. K-B4	P-KKt3
8. Kt-QB3	Kt-K2 (*d*)	29. R-Kt3(*t*)	P-Kt4 ch
9. 0-0	0-0? (*e*)	30. K-B3	Kt-Kt3? (*u*)
10. P-B4	R-K1 (*f*)	31. P×P (*v*)	RP×P
11. Kt-Kt3(*g*)	P-B3 (*h*)	32. R-R3 !	R-Q2 (*w*)
12. P-B5 !(*i*)	P-QKt3	33. K-Kt3 (*x*)	K-K1 (*y*)
13. B-B4 (*j*)	B-Kt2 (*k*)	34. QR-KR1(*z*)	R Kt2
14. B×B (*l*)	P×B	35. P-K5 !(*A*)	QP×P
15. Kt-Q4	QR-Q1? (*m*)	36. Kt-K4 !	Kt-Q4
16. Kt-K6	R-Q2	37. Kt(K6)-B5	B-B1 (*B*)
17. QR-Q1	Kt-B1	38. Kt×R	B×Kt
18. R-B2	P-QKt4	39. R-R7	R B1
19. KR-Q2(*n*)	QR-K2	40 R-QR1	K-Q1
20. P-QKt4(*o*)	K-B2 (*p*)	41. R-R8 ch	B-B1
21. P-QR3	B-R1	42. Kt-B5	Resigns (*C*)

(*a*) A favourite manœuvre of Lasker, who holds that White obtains thereby a slight, but decided, advantage. (P.) He adopted it in the first game of his match with Tarrasch, with equally good effect. (Mk.)

(*b*) The continuation Kt-B3 or B-KKt5 might have been more suitable to Capablanca's style. (W. G.) If B-KKt5; 6 P×P, Q×Q ch; 7 K×Q, 0-0-0 ch; 8 K-K1, R-K1; and Black will ultimately win back the P by P-KB3, with an open game. (Y. T.)

(*c*) Black gets the worst of the opening, but it is not easy to see where he goes wrong. It would perhaps be better to dislodge the adverse Kt by P-QB4, followed by B-K3 and 0-0-0; (B.); Tarrasch played this in the game referred to, except Q2 instead of K3. (Mk.) Favoured, also, is B-QB4, van Vliet suggesting the continuation: 8 Kt-Kt3, B-R2 ! 9 B-B4, Kt-B3; 10 Kt-B3, 0-0; 11 B×P, R-K1; 12 P-B3, Kt-Q4; 13 Kt×Kt, P×Kt; 14 0-0-0, P×P; 15 P×P, B-Kt5; 16 QR-K1, B-B7, 17 QR-B1, B-K6 ch, recovering the P with advantage.

(*d*) If Kt-B3; 9 B-Kt5, B-K4; 10 0-0-0+. (*V.*)

(*e*) Van Vliet suggests 9 (or 10)... P-KB4, to prevent the hemming in of the QB, but Burn does not approve because of: 10 R-K1, threatening P-K5, and if 10... P×P; 11 Kt×P, threatening Kt×B ch. If 10 P×P, then, *e.g.*, Kt×P; 11 R-K1 ch, K-B2+.

(*f*) Black immediately attacks the KP, threatening: B-QB4; 12 B-K3, Kt-Q4. But, relatively better is: P-KB4; 11 P-K5, B-B4; 12 B-K3, threatening Kt×KBP, B-Kt3. (P.) Yates and Guest consider 10... B-B4 the better play.

(*g*) White's game is superior. He threatens P-K5, and cramps Black's game more and more with every succeeding move. (W. G.)

(*h*) Missing his last chance of bringing his QB into the field. He should play B-K3. (B.)

(*i*) Black did not anticipate this advance. It has the weakness of leaving the KP backward, at which Black may now direct his shots with ease. But, in compensation, not only does it shorten the line of Black's QB, but it narrows the scope of his Kt, and prolongs the line of White's B. (L.)

(*j*) Trying to get rid of Black's only active piece. (M. P.)

(*k*) Capablanca decided upon this move only after prolonged deliberation. The alternative was B×B; 14 R×B, P-B4. In that case White would be unable to establish a Kt on K6, but would exchange R's on the Q file and, virtually, be a P ahead, *e.g.*, 15 R-Q1, B-Kt2; 16 R-B2, QR-Q1; 17 R×R, R×R, 18 R-Q2, R×R; 19 Kt×R. Many complications might yet arise, but with best play, White can retain a slight advantage. (L.)

(*l*) Evidently Lasker's deliberate intention from his 11th move, separating the B's, and, since it involved undoubling the P's, possibly unanticipated by Capablanca. (Mk.)

(*m*) Why allow Kt-K6, while it could be prevented by B-B1? The great Anderssen used to say: "Once get a Kt firmly posted at K6 and you may go to sleep. Your game will then play itself!" V.) R-R2 instead brings the R into play. At any rate the Kt's occupation of the commanding K6 can then be prevented by B-B1. (Y. T.) P-B4, or even P-Q4, have been suggested as preferable alternatives to the text.

(*n*) Concentrating on Black's weak spot and preventing Kt-Kt3, followed by Kt-B5. (P.)

(*o*) Preventing P-B4 (freeing the B), or P-Kt5, followed by P-B4. (V.)

(*p*) Sacrificing the exchange by R×Kt appears to be Black's best course. White would find it no easy task to force the win. (P.)

(*q*) Characteristic of the Champion. The R is placed on the rank where it is likely to have the greatest option of entrance, while supporting a loose piece. (Mk.)

(*r*) R×Kt was his only chance. (M. P.)

(*s*) Unless he intended to sacrifice the exchange, now his only real chance, Black should retain possession of the open R file. (V.) Time has been lost anyhow.

(*t*) Preparatory to QR-KKt1 and P-Kt5. (L.)

(*u*) The intention is, if 21 R×P, Kt-B5 followed by Kt-K4 ch, and P×P. (P.) Relatively better is P×P at once.

(*v*) The open KR file is worth more than a P. (L.)

(*w*) Black's attempt at attack having failed, he defends the P.
(*x*) This threatens P-K5. (L.)
(*y*) Thus the threat is defended, but only temporarily. (L.)
(*z*) Threatening to win the B.
(*A*) Making room for the Kt, which enters Black's position with deadly effect. (W. G.) Inaugurates a fine and deep winning combination. (M. P.)
(*B*) If R-B2; 38 Kt×B, followed by Kt-Q6 ch, winning. (M. P.)
(*C*) There is no defence to the three threats: Kt-Kt7 ch, R-Q7 ch, and Kt-K6 ch. If 42... Kt-Kt3· 43 R-Kt8 wins the Kt. If Kt-K2; 43 Kt-K6 ch, K-K1; 44 R×Kt ch and wins. (Y. T.)

¶ Losing this game, directly and indirectly, lost Capablanca the first prize; directly, because by his win Lasker came up from 1½ points to ½ point behind him; indirectly, because his defeat seems to have demoralised him to the extent of losing a virtually won game against Tarrasch in the next round, so putting Lasker ½ point ahead of him.

No. 69. TARRASCH v. ALECHIN.—Queen's Pawn Game (French Defence in effect, McCutcheon Variation).

White. Tarrasch.	Black. Alechin.	White. Tarrasch.	Black. Alechin.
1. P-Q4	P-K3	27. Q-B4	KR-R3 !
2. P-K4	P-Q4	28. P×P (*h*)	P×P
3. Kt-QB3	Kt-KB3	29. K-Kt1	R×P
4. B-KKt5	B-Kt5	30. Q×R	R×Q
5. P×P (*a*)	Q×P	31. K×R	Q×BP
6 B×Kt	B×Ktch(*b*)	32. R-QB1	Q-Q7
7. P×B	P×B	33. K-Kt1	Kt-Q3
8. Kt-B3	P-QKt3	34. R-B2	Q-Kt5
9. P-KKt3	B-Kt2	35. R-Q1	Kt-Kt4
10. B-Kt2	Q-K5 ch (*c*)	36. R-Q8 ch	K-Kt2
11. K-Q2 (*d*)	Q-Kt3	37. QR-Q2	P-K4
12. Kt-R4?(*e*)	Q-R3 ch	38. P×P	P×P
13. P-B4	Kt-B3	39. K-B1	Kt-Q5
14. Q-K2	0-0-0	40 R-Q3	Q-K8 ch
15. K-B1	K-Kt1	41. R-Q1	Q-K5
16. K-Kt2	Kt-R4	42. R-Q3	Q-R8 ch
17. B×B	Kt×B	43. R-Q1	Q×P
18. QR-Q1	R-Q4	44. K-Kt1	Q×P
19. P-B4	R-QR4	45. R-Q3	Q-K8 ch
20. Kt-Kt2	KR-Q1	46. K-R2	P-KR4
21. Kt-K3 ?	Q-B1	47. R-K8	QR4 ch
22. P-QB5 (*f*)	P×P	48. K-Kt1	QK8 ch
23. P-Q5	P-B5	49. K-R2	Q-K5
24. Kt×P(*g*)	Q-Kt5 ch¶	50. R-QB3	Kt-Kt4
25. K-R1	Q-B6 ch	51. R-B5	Q-QKt5
26. Kt-Kt2	R-Q3	Resigns (*i*)	

(*a*) More usual in the McCutcheon variation is: P-K5.
(*b*) If P×B, 11 Q-Q2 and White's P is not doubled. (B.)
(*c*) Probably playing for a draw. (B.)
(*d*) Interposing the Q at K2 was the natural move, but being behind in his score Tarrasch was probably afraid a draw might result if he allowed the exchange of Q's. Nevertheless it would have been better to trust to his skill in the end game rather than risk making an inferior move. (B.)
(*e*) K-B1 saves time. (B.)
(*f*) R-Q3 would still have been a valid defence. (B.)
(*g*) If Q×P, Q-R6 ch, winning the Kt. (B.)
(*h*) If Q×Q, Black mates in two.
(*i*) He cannot avoid the loss of the exchange as Kt-B6 ch, followed by Q-R6, mate, is threatened. (B.)

ROUND XIX.

No. 70. ALECHIN v. MARSHALL.—Four Knights' Game (Double Ruy Lopez.

White. Alechin.	Black. Marshall.	White. Alechin.	Black. Marshall.
1. P-K4	P-K4	18. P-B4 (*a*)	P×P
2. Kt-KB3	Kt-QB3	19. P-Q4	P-Q4 (*b*)
3. Kt-B3	Kt-B3	20. R×P	Kt×R
4. B-Kt5	B-Kt5	21. Q×Kt	B-K3
5. 0-0	0-0	22. R-KB1	K-B1
6. P-Q3	P-Q3	23. B×P (*c*)	Q-Kt1
7. B-Kt5	B-Kt5	24. Q-R6 ch	K-K1
8. Kt-Q5	Kt-Q5	25. P×P	P×P
9. K-R1	P-B3	26. Kt-B3	R-Kt3
10. Kt×Kt ch	P×Kt	27. Q-R4	Q-Q3
11. B-KR4	Kt×B	28. Kt-K5	Q-B1
12. P-B3	B-QR4	29. Kt×R(*d*)	RP×Kt
13. P-R4	Kt-B2	30. Q-K1	R-B1
14. P-Kt4	B×P	31. P-R3	R-B5
15. P×B	K-Kt2	32. Q-K5	Q×P
16. Q-Q2	Kt-K3	33. Q-Kt8 ch	R-B1
17. Kt-Kt1	R-KKt1	34. Q×RP(*e*)	

(*a*) With a view to the subsequent sacrifice of the exchange; but Alechin afterwards said the sacrifice was not necessary, and that the preparatory move of 18 P-Kt3 would have given him the advantage. (B.)
(*b*) To prevent P-Q5, followed, on the Kt retiring, by Q×P with a winning attack. (B.)
(*c*) Q-R6 ch would be stronger, *e.g.*, 23 Q-R6 ch, K-K1; 24 R×P, Q-Q2; 26 Kt-B3 with, probably, a winning attack. (B.)
(*d*) Black was probably glad to be rid of the troublesome knight even at the cost of the exchange. (B.)

(*e*) White's attack is now over, and with even forces and B's on different colours, the game should result in a draw, (B.), as it did in the sequel: 34... B-B4; 35 KR2, KQ2; 36 RB2, KK3; 37 BKt5, PB3; 38 BQ2, QKt6; 39 QR5, BK5; 40 BKt4, QB5; 41 BB5, QKt6; 42 BKt4, QB5, 43 BB5, QKt6; 44 BKt4, QB5; 45 BB5, QKt6. Draw.

No. 71. CAPABLANCA v. TARRASCH.—Four Knights' Game (Double Ruy Lopez).

White. Capablanca.	Black. Tarrasch.	White. Capablanca.	Black. Tarrasch.
1. P-K4	P-K4	10. B-B4	R-K1
2. Kt-KB3	Kt-QB3	11. Q-B3	P×P
3. Kt-B3	Kt-B3	12. P×P	R×Kt
4. B-Kt5	B-Kt5	13. KR-Q1?(*a*)	B-Kt5
5. 0-0	0-0	14. Q-Kt3	B×R
6. P-Q3	B×Kt	15. B×R	Q-Q7 (*b*)
7. P×B	P-Q4	16. P-B3	Kt-R4
8. B×Kt	P×B	17. Q-B2	Q×Q
9. Kt×P	Q-Q3	18. K×Q	B×QBP (*c*)

(*a*) This is an extraordinary blunder, and not at all in consonance with the careful play for which Capablanca is noted. Burn says that: "The explanation of the momentary aberration probably is that he was exhausted through his hard struggle with Lasker the day before." The error cost not only a piece, but the game, and with it the first prize, since Capablanca was only half a point behind Lasker as it was. It seems that the variation was a prepared one, and Capablanca intended to play 13 QR-Q1 (*not* K1 as generally stated), the game probably continuing: 13... B-Kt5; 14 Q-Kt3, B×R; 15 B×R, Q-K3; 16 B×Kt, Q×B; 17 R×B, with a P to the good and the better position. If 15... Kt-R4; 16 B×Q, Kt×Q; 17 R×B, P×B; 18 RP×Kt (or 17 B×Kt, etc.). If Black moves his Q at move 13 the game might continue: 13... Q-K3; 14 B×R, Q×B; 15 R-Q8 ch, Kt-K1; 16 Q-Kt3, Q-K2; 17 Q×BP, K-B1; 18 Q×BP, Q×R; 19 Q×R, etc.

(*b*) Threatening mate. The effect of White's slip is now apparent. Had his KR been still at B1, Black could not make the text move because of 16 B×Kt.

(*c*) Black has now of course an easy win, and the game is only of further interest as showing how long Capablanca could hold out while practically giving the odds of a piece to a player of his opponent's calibre. He afterwards made a hard fight for a draw, and nearly succeeded in obtaining one, but Tarrasch played with great care and caution. (B.) The remainder of the game was as follows: 19 RQB1, BR5; 20 B×BP, RQB1; 21 RQKt1, BKt4; 22 RQ1, KB1; 23 BK5, KK2; 24 PQR4, BB5; 25 RQ4, BK3; 26 RKt4, BQ2; 27 RKt7, RQR1; 28 KK3, KtB3; 29 PR5, KK1; 30 BQ4, PQR3; 31 PKB4, PB4; 32 B×Kt, P×B; 33 RKt6, KK2; 34 PB5, BKt4; 35 PKKt4, RQ1; 36 KB4, RQ8; 37 PR4, PR3; 38 RKt7 ch,

KB1; 39 RB7, PB5; 40 PKt5, RP×P ch; 41 P×P, RB8 ch; 42 KKt4, RKt8 ch; 43 KB4, P×P ch; 44 KK5, RK8; 45 KB6, R×P; 46 R×P ch, KK1; 47 RKKt7, PKt5; 48 RKt5, BB3; 49 KKt7, BQ4; 50 RKt6, RK2 ch; 51 KR6, BK5; 52 R×KtP, B×P; 53 R×P, RK4; 54 KKt5, BQ6 ch; 55 KB4, RB4 ch; 56 KKt4, R×P; 57 RQ4, BKt4; 58 KB4, RR6; 59 PB4, BQ2; 60 KK5, KQ1; 61 RQ2, KB2; 62 KQ4, PR4; 63 RQ3, RR8; 64 KB3, RB8 ch; 65 KKt2, RKR8; 66 RQ5, PR5; 67 RQ2, BB3; 68 KR2, KKt3; 69 RKt2 ch, KB4; 70 RKt1, RR6; 71 RKt1, K×P; 72 RB1 ch, KKt4; 73 RKt1 ch, KB4; 74 RB1 ch, KQ3; 75 RQ1 ch, BQ4 ch; 76 KKt2, PR6 ch; 77 KR1, KB4; 78 RB1 ch, BB5; 79 RKKt1, RR7; 80 RKt5 ch, KKt5; 81 RKt1, RR7 ch; 82 KKt1, RQ7; 83 Resigns, because Black now wins by playing B-Q6 ch, followed, if K-R1, by K-Kt6, threatening mate by R-R7. (B.)

ROUND XX.

No. 72. MARSHALL v. CAPABLANCA.—French Defence (in effect).

White. Marshall.	Black. Capablanca.	White. Marshall.	Black. Capablanca.
1. P-Q4	P-K3	26. Kt-Q3	Q-Kt4
2. P-K4	P-Q4	27. R-K1	Kt×RP (*d*)
3. P×P	P×P	28. R×R	B×R
4. Kt-KB3	B-KKt5 (*a*)	29. Kt(Kt2)-B4	Kt-B5
5. P-KR3	B-R4	30. B-B3	B-B2
6. B-K2	Kt-QB3	31. Q-K2	Q-Q2
7. 0-0	B-Q3	32 Kt-B5	Q-Q3
8. Kt-B3	KKt-K2	33. Kt(B5)-K6	P-KKt4
9. B-K3	P-B3	34. Kt×QP	Kt×Kt
10. Q-Q2	B-B2	35. P×Kt	B×P
11. QR-K1	P-QR3	36. B-Kt4 !	Q×P ch (*e*)
12. P-R3	Q-Q2	37. K-R1	K-Kt1
13. Kt-KR4	0-0-0	38. B×B	Kt×P
14. P-B4	Kt(B3)-Kt1	39. Kt-K3(*f*)	Kt-R5
15. B-Kt4(*b*)	B-K3	40. Q-Q2	Q-B6 ch
16. P-B5	B-B2	41. K-Kt1	Q-B3
17. Kt-K2(*c*)	QR-K1	42. P-Q5	Q×BP
18. B-B4	Kt(K2)-B3	43. Q×Q	Kt×Q
19. B×B	Q×B	44. Kt-Kt4(*g*)	P-QR4
20. Kt-B4	Kt-Q1	45. Kt×P	P-R5
21. P-B3	Kt(Kt1)-B3	46. Kt×P	P-R6
22. P-KKt3	Kt-R4	47. P-Q6	P×P
23. R×R	R×R	48. B-Kt3	Kt-K5
24. Kt(R4)-Kt2	Kt-B5	49. B-Q5	P-Kt4
25. Q-KB2	Q-Kt3	50. Kt-B8	K-B2

51. Kt-K6 ch	K-Kt3	57. K-Q3	Q-B8 ch
52. K-Kt2(*h*)	P-Kt5	58. K-Q4	Q×P
53. K-B3	Kt-Q7 ch	59. B-Q5	Q-B4
54. K-K2	P-Kt6	60. K-B4	P-Kt5
55. K×Kt	P-R7	61. K-Q4	P-Kt6
56. B×P	P queens	Resigns (*i*).	

(*a*) Theoretically unsound, as the following moves show, White attains early a full development, and Black gets into a cramped position.

(*b*) P-QKt4 would be good, and again at move 22.

(*c*) To prevent B-Kt6, and make room for P-B3; also intending KtK6 later.

(*d*) Black has now captured a P, but he has wasted a lot of time over it and his Kt and Q are away from the scene of the coming action.

(*e*) If 36... B×B; 37 Q-K8 ch, followed by KtK7 ch, winning the Q, and if 36... P-KB4; 37 B×P. (B.)

(*f*) Losing time and resulting in the loss of an important P. Q-K3 instead would probably have won. (B.)

(*g*) And now he should play his K in order to stop the advance of Black's P's on the Q side. He could afterwards have captured the P's on the K side at leisure. (B.)

(*h*) Too late. (B.)

(*i*) This was the second won game Marshall had the misfortune to lose in the final. Had he won them both, as he should have done, he would have taken the third prize instead of the fifth. (B.)

No. 73. TARRASCH v. LASKER.—French Defence.

White. Tarrasch.	Black. Lasker.	White. Tarrasch.	Black. Lasker.
1.-P-K4	P-K3	21. Kt-R2	Kt-K2
2. P-Q4	P-Q4	22. P-KB4	QR-B1
3. P-K5 (*a*)	P-QB4	23. Kt-B3	K-R1
4. P×P	Kt-QB3	24. Kt-Kt5	Kt-Kt1
5. Kt-KB3	B×P	25. B-K2	Q-K2
6. B-Q3	P-KB4 (*b*)	26. QR-Q1	KR-Q1
7. P-QB3	P-QR3 (*c*)	27. R-Q2	Kt-R3
8. QKt-Q2	KKt-K2	28. R(K1)-Q1	Q-K1
9. Kt-Kt3	B-R2	29. K-R2	R-B2
10. 0-0	0-0	30. K-R3	KR-B1
11. R-K1	Kt-Kt3	31. B-Kt2	B-B3
12. QKt-Q4	B-Kt1 (*d*)	32. B-B3	R-Kt1
13. Kt×Kt	P×Kt	33. B-R3	Kt-Kt1
14. K-R1	P-QR4	34. B-K2	Kt-R3
15. P-QKt3	P-QB4	35. Q-K1	R-Q1
16. BR3	Q-Kt3	36. Q-Kt3	R-Kt1
17. Q-Q2	B-Kt2	37.-Q-K1	R-Q1
18. Q-Kt5 (*e*)	B-R2	38. Q-Kt3	R-Kt1
19. P-R4	Q-Q1 (*f*)	39. Q-K1	R-Q1
20. Q-Kt3	Q-K1	Drawn.	

(*a*) This is generally considered premature, but is played with much success by Niemzowitsch.

(*b*) The game Niemzowitsch *v.* Spielmann, San Sebastian, 1912, proceeded thus: 6... KKt-K2; 7 B-KB4, Q-Kt3; 8 0-0, Q×P; 9 QKt-Q2, Q-Kt3.

(*c*) Suggests the purely defensive attitude to be followed throughout this game.

(*d*) Forcing White to exchange Kts, which strengthens Black's centre. (B.)

(*e*) Some attacking work at last.

(*f*) Black desists from his own masked attack to check White's dash on the King side.

ROUND XXI.

No. 74. CAPABLANCA v. ALECHIN.—Queen's Pawn Game (French Defence in effect).

White. Capablanca.	Black. Alechin.	White. Capablanca.	Black. Alechin.
1. P-Q4	P-K3	24. Kt-B6	R-K8 ch
2. P-K4	P-Q4	25. R×R	Q×R ch
3. Kt-QB3	Kt-KB3	26. K-R2	R-Q2
4. B-KKt5	P-KR3?(*a*)	27. Kt-Q4	B-Q6 (*e*)
5. B×Kt	Q×B (*b*)	28. Q-Kt3	Q-QKt8 (*f*)
6. P×P	B-Kt5	29 Q-Kt8 ch	K-R2
7. B-Kt5 ch	P-B3	30. Q-K8	R-Kt2
8. P×BP	Kt×P	31. Kt-K6(*g*)	B-Kt4
9. Kt-K2	0-0	32. Q-QB8	R-K2
10. 0-0	R-Q1	33. Kt-B8 ch	K-Kt1
11. Kt-K4	Q-R5	34. Kt-Q7 ch	K-R2
12. B×Kt	P×B	35. Q-B5	Q-K8
13. P-KB4	B-R3	36. Q-B5 ch	K-Kt1
14. P-B3	B-KB1	37. Q×B	R×Kt (*i*)
15. QK1(*c*)	Q-R4	38. R-K2 !	Q-Q8
16. R-B2	P-QB4	39. R-K8 ch	K-R2
17. Kt×P	B×Kt	40. Q-B5 ch	P-Kt3
18. P×B	Q×BP	41. Q-K5 (*j*)	P-B3
19. Kt-Q4	R-Q4	42. Q×P	Q-Q3 ch
20. P-KR3(*d*)	QR-Q1	43. Q×Q	R×Q
21. Q-K3	P-K4	44. R-K7 ch	K-Kt1
22. P×P	R×P	45. R×P	Resigns.
23. Q-B3	Q-K2		

(*a*) After 5 B×Kt, Black has to choose between giving up his QP or having his KBP badly doubled. (B.)

(*b*) He prefers to give up the P, nevertheless P×B is better as opening the Kt file for his R may be some compensation for the doubled P. (B.)

(*c*) Moving his Q off the line of the adverse R. (B.)

(*d*) If 20 Kt×P, P×Kt; 21 Q×P ch, K-R2; 22 Q×B, R-K7+.

(*e*) Preventing Kt-B5.

(*f*) White threatened to force an exchange of Q's, by R-B3, which Black could not afford. (V.)

(*g*) If P×Kt; 32 R-B8, threatening R-R8 mate, and if P-Kt4; 33 R-R8 ch, K-Kt2; 34 Q-B8 ch, K-Kt3; 35 R×P mate. (Mk.)

(*h*) P-Kt3 could have been played here, when, perhaps, there would follow: 37 Kt-B6 ch and 38 Q-B4. (Mk.)

(*i*) If Q×R, he loses a piece, thus: 38 Q-Kt8 ch, K-R2; 39 Kt-B8 ch, K-Kt1; 40 Kt-Kt6 ch. (V.)

(*j*) Q-B6 allows Black to exchange Q's without further loss. (V.)

No. 75. LASKER v. MARSHALL.—Petroff Defence.

White. Lasker.	Black. Marshall.	White. Lasker.	Black. Marshall.
1. P-K4	P-K4	16. Q-R5	P-R3 (*e*)
2 Kt-KB3	Kt-KB3	17. B×P	P×B
3. Kt×P	P-Q3	18. Q×RPch	K-Kt1
4 Kt-KB3	Kt×P	19 Kt-Kt5	Kt-Kt3
5 Q-K2 (*a*)	Q-K2	20. R-Q3	Q-Kt4 ch (*f*)
6. P-Q3	Kt-KB3	21. K-Kt1	B-Q3
7. B-Kt5	B-K3 (*b*)	22. R-Kt3	KR-K1
8. Kt-B3	QKt-Q2 (*c*)	23. P-R4	B-KB4
9. 0-0-0	P-KR3	24. Kt-R7	B-Q2
10. B-R4	P-KKt4	25 P-R5	Q-Q7
11. B-Kt3	Kt-R4	26 P×Kt	R-K8 ch
12. P-Q4	Kt×B	27. K-R2 !	P-QB3 (*g*)
13 RP×Kt	P-Kt5	28. Kt-Kt5 !	P×Kt
14 Kt-KR4	P-Q4? (*d*)	29. Q-R7 ch	Resigns
15. Q-Kt5 !	0-0-0		

(*a*) An ancient continuation, which ought to lead to no more than a draw. But Dr. Lasker knows his opponents; and he knew very well that Marshall would not be content to play for a draw. (V.)

(*b*) Inferior to QKt-Q2, or Q×Q ch, followed by B-K2, which results in about an even position. (B.)

(*c*) Better, probably was Kt-B3. (V.)

(*d*) P-QR3, preventing, 15 Q-Kt5, was essential. (V.)

(*e*) With the certainty that White will reply, B×P. There was, however, no alternative, as, K-Kt1; 17 Kt-Kt5, would have been equally fatal to black. (V.)

(*f*) If 20 Kt-B5; 21 R-K1. Q-Kt4 ch; 22 KR-K3; and wins. (V.)

(*g*) If Q×QBP, threatening mate, 28 P×P ch and 29 mates.

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